KALDOR™

KINGDOM MODULE

COLUMBIA GAMES INC.

ENCYCLOPEDIA
HARNICA

5006

KALDOR™

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ENCYCLOPEDIA HARNICA

ENCYCLOPEDIA HARNICA

Listed below are publications dealing with the World of Harn. Most of these have already been published. Some are planned for the near future and their anticipated release dates are given.

While Harnmaster rules are compatible with most fantasy worlds, they have been specifically designed for Harn, the ultimate fantasy world. Encyclopedia Harnica publications are the most detailed, logical, and consistent FRP aids available. Guaranteed to save you hours of work and allow you to focus on the fun part of gamemastering.

Note: (*) These products (1000 series) are only available direct from Columbia Games by mail. All others can be found in better hobby and game stores, or ordered direct from us by mail. Prices are in $US, postage included.

1001 HARNLORE (*) $12.00
A quarterly newsletter. First issue will be Feb/87. This is a modest 8 page forum with product updates, letters, campaign and rule ideas, etc. Price is for annual subscription of four issues.

1501 PATHFINDER (*) $7.00
7mm hexpaper sheets specifically designed for player (regional) memory maps. Four sheets cover the same area as one of our regional maps. Each package contains 48 sheets.

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1503 GM PROFILE CARDS (*) $7.00
Eight by five inch character profile cards. Attributes & Skills are on one side, the combat profile on the reverse. Each package contains 36 cards.

4002 PILOTS' ALMANAC (Mar/87) $15.00
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4003 BATTLELUST (Jun/87) $18.00
A rule expansion to Harnmaster, with details on fighting orders, legions, military campaigning, and a mass combat game system.

4101 HARNMASTER DELUXE $35.00
The Harnmaster game system (#4001) plus the Harn Regional Module (#5001) together in one package.

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A medieval fantasy world suitable for all role playing systems. Includes a detailed color map of the region, a 32 page overview including gamemaster notes and tables, and a 64 page index.

5002 CITIES OF HARN $13.00
Details and color maps on the seven cities of Harn: Aleath, Cherafir, Coranan, Golotha, Shiran, Tashal, and Thay.

5003 GODS OF HARN $13.00
Information on the religious practices and church organizations of the ten religions of Harn. This module has color plates of temple robes, heraldry and badges of the various orders, plus a religious calendar.

5004 AZADMERE $10.00
The dwarven kingdom of Harn, with color maps of the kingdom, city of Azadmere, Habe, and Zerhun.

5005 EVAEL $10.00
The elven kingdom of Harn in the mysterious Shava Forest. Contains details and color maps of Elshavel, Ulshafen, Pesino, and the Shava Forest.

5006 KALDOR (Dec/86) $15.00
A major kingdom of Harn, with plans of Olokand and Kiban castles. Also included are maps/details on Anisha, Elkall-Anuz, and Trobridge Inn.

5007 CHYBISA $13.00
A kingdom module centered on the tiny and beleaguered kingdom of Chybisa, the ruins of Telumar, and the abandoned elven fortress of Bejist.

5008 ORBAAL $13.00
The fractious and unruly kingdom of northern Harn, the rival castles of Geldeheim and Leriel, plus Gedan and Noron's Keep.

5009 THARDA (Jan/87) $13.00
The Thardic Republic, heir to the old Corani Empire. A full color atlas map of the kingdom with maps and information on Moleryn and Telen castles, Taztos fort, and the Pamesani games.

5010 RETHEM $13.00
A feudal kingdom in western Harn with a violent history and a tradition of political intrigue and assassination. Includes a color map of the kingdom, economic and feudal data, the Lia-Kavair, and articles/maps on Shostim, Tormau, and Kustan.

5011 LYTHIA $13.00
An overview of the planet (Kethira) and continent (Lythia) that Harn is located on. Includes color maps of both, languages, cultures, economics, history, etc.

5012 KANDAY $13.00
The southwest kingdom of Harn. Includes a color map of the region, with color maps and details on Menekod and Dyrisa castles, plus Tesien.

5013 MELDERYN (Mar/87) $15.00
The "Wizards' Kingdom" of Harn, with details on the economics and politics, Nurisel, Gythrun, and Gelimo, plus the Guild of Arcane Lore.

5101 IVINIA $20.00
A fantasy world with a Viking flavor, northeast of Harn. Similar in design to the Harn module, Ivinia includes a full color map, a 48 page index, and a 32 page overview of history, economics and politics.

5102 MENGLANA (Mar/87) $14.00
The kingdom of western Ivinia, with maps of Vulenheim, Kingdom of Rogna, and Lokis.

5201 SHORKYNE (Aug/87) $20.00
A regional module for this area. Includes the Ivinian colony of Harbaal, the tribal Quarph people, and the fractious, feudal kingdom of Shorkyne.

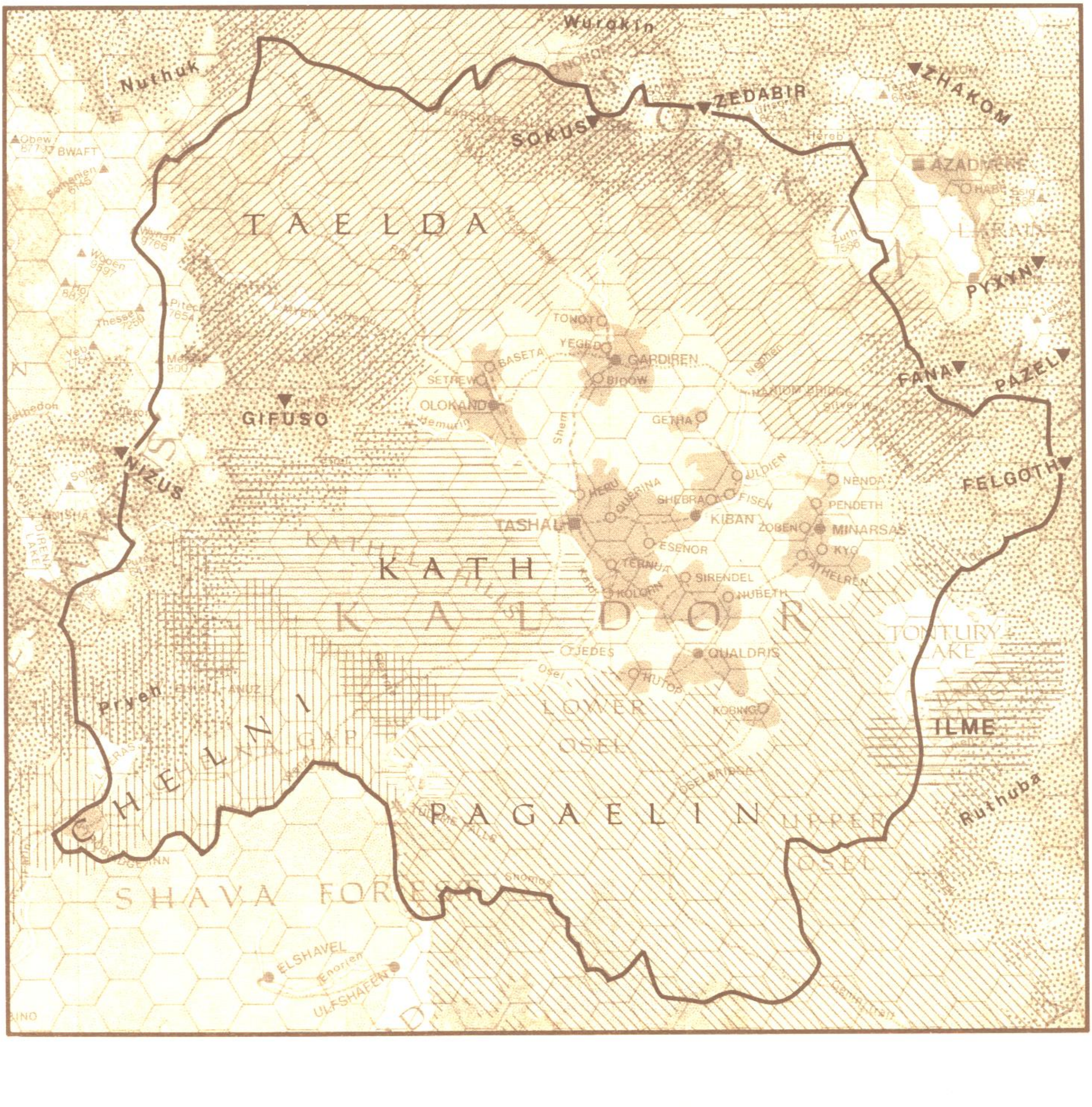
5301 TRIERZON (Apr/87) $20.00
A regional module for this area. Includes the huge feudal kingdom of Trierzon, the enigmatic realm of Emelrene, and the small kingdom of Palithane.

Kaldor is the name given to the region of the middle Kald River watershed, lying roughly between the Sorkin and Felsha Mountains of east central Harn. The natural vegetation is mostly mixed woodland and forest and there are tracts of cropland and pasture. Most of the region is alluvial plains, but there are several hilly districts, notably the Kathela Hills and Upper Osel. The region has given its name to the feudal Kingdom of Kaldor; most Harnians using the name Kaldor mean the kingdom, not the region.

Although the region is culturally dominated by the Kingdom of Kaldor, it is home to several tribal nations who range back and forth across the realm's ambiguous borders. Since its foundation in 188 TR, Kaldor has assimilated large numbers of tribesmen, but many of the lands claimed by the kings and nobility of Kaldor are actually controlled by the Chelni, Kath, Pagaelin, and Taelda nations. By means of ambush and refusal to face open battle, these hardy tribesmen have been able to withstand intermittent Kaldoric attempts at conquest.

The lands to the south and west are the most volatile and contentious, hence the Kaldoric military districts of Oselmarch and Chelmarch. To the west, Chelni and Kath lands are crossed by the Salt Route and include some fertile Kald bottomland. Kaldor hopes to extend its power to Trobridge Inn and further at the expense of both nations. Pagaelin territory to the south has a high proportion of woodland which is easier to clear than forest, giving it a higher agricultural potential. This region is also crossed by an important trade route, the Genin Trail. Beyond the Pagaelin lies small, but rich Chybisa, a kingdom to which the Kaldoric throne is not likely to forget its claim.

While the kingdom is not entirely safe from the rampages of her barbaric neighbors, her colonization of surrounding lands continues. Kaldor's relations with her barbarian neighbors are not always warlike. A few hardy mercantylers go out to trade in the wilderness and tribesmen are hardly an unusual sight in Kaldor's border settlements.

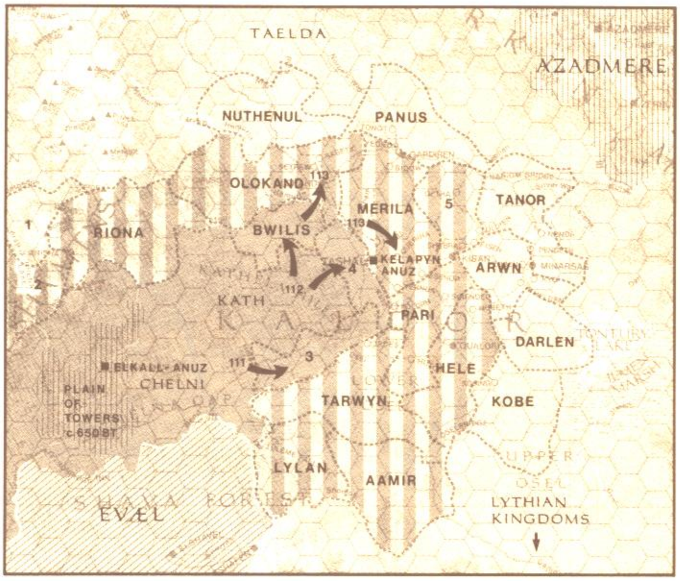

Wurokin
Nuthuk
SOKUS
ZEDABIR
ZHAKOM
AZADMERE
PYXYN
FANA
PAZEL
FELGOTH
TAELDA
GIFUSO
NIZUS
TONOT
YEGED
GARDIREN
BIDOW
BASETA
SETREW
OLOKAND
GETHA
HERU
QUERINA
SHEBRA
ULDIEN
FISEN
KIBAN
NENDA
PENDETH
ZOBEN
MINARSAS
KYO
ATHELREN
TASHAL
ESENOR
TERNUA
KOLORN
SIRENDEL
NUBETH
JEDES
QUALDRIS
HUTOP
KOBING
KATH
KALDOR
TONTURY LAKE
LOWER OSEL
ILME
Pryeh
CHELNI
PAGAELIN
UPPER OSEL
Ruthuba
SHAVA FOREST
ELSHAVEL
ULFSHAFEN

HISTORY

The Jarin began settling along the upper Kald c.1150 BT and Kaldor saw the greatest flowering of early Jarin culture. By 1000 BT, Jarin communities dotted the Harnic Isles, but nowhere were they better established or more advanced than in Kaldor. The Jarin of Kaldor fought loyally with the elder peoples during the Atani Wars against the invading Lythian barbarins, but the Battle of Sorrows (683) ended the domination of the Sindarin and Khuzdul in Harn and the Jarin faced the Lythians alone. Once the elder peoples no longer opposed them, the Lythians, who came from different parts of the continent, dissolved their alliances and bands filtered throughout the island. In Kaldor, and a few other places, the Jarin were sufficiently numerous to retain much of their heritage. A hybrid culture evolved as successive waves of barbarians were absorbed. By the first century TR, the bloodlines were so intermixed that, with the exception of the northern Jarin, most people considered themselves Harnic rather than Jarin or Lythian. Kaldor was a mosaic of fiercely independent petty states and tribal nations; empire builders made little headway until Lothrim.

LOTHRIM (96-120)

Most Kaldoric historians hold that only by luck could Lothrim the Foulspawner and his Chelni rabble have subdued the richest, strongest kingdoms of Harn. By c.110 TR Lothrim began preparing for his greatest military campaign. In 111 and 112, he siezed the tiny Jarin states on the west bank of the Kald and issued an ultimatum to the king of Olokand in 113. When it was rejected Lothrim led his Chelni horsemen and mercenary foot across the Hemurin. Olokand was stormed and taken within a tenday, its royal house tortured and slain to a man. A month later, Lothrim visited the same fate on Merila. His next ultimatum was met with an offer of negotiation and Lothrim made the rest of his Kaldoric conquests without war.



1-MENDAR 2-DRENIS 3-WARLECH 4-GWETHIC 5-TYANNILD

THE FOUR KINGDOMS (120-178)

When Lothrim failed to return from Kiraz in 120, his empire collapsed and local warlords emerged from the political chaos. Kelapyn-Anuz was sacked in 121; the Gargun were killed or driven out and artisans, scholars and bureaucrats scattered to throughout the region. Tashal was founded on the ruins of Kelapyn-Anuz. Four kingdoms were founded in the Kaldor region; Nurelia (125) Kephria (128), Pagostra (137), and Serelind (142).

MIGRATION WARS (178-240)

Between 145 and 177 eastern Harn enjoyed unusually mild weather. Crop yields were bountiful; so was hunting. Everywhere, populations grew rapidly. When the weather returned to normal, the Gargun (by then well-established in the mountains) and human tribes were forced to range further afield for sustenance while Kaldoric peasants desperately tried to bring more tribal land under cultivation. With highland Gargun pressing the humans of the foothills, the quest for food became an avalanche with the four kingdoms at the bottom. The weather was poor for six decades. Tribes found that raiding the Kaldoric peasantry was easier than hunting. Necessity drove dozens of individual barbarian tribes to combine into hordes capable of stripping whole districts of anything edible.

In 178 the High Kath destroyed Hosat, the largest Kephrian settlement in the Kathela Hills, heralding sixty years of starvation, tribal migration and sporadic fighting that became known as the Migration Wars. While Medrik I of Serelind was able to hold his own, crushing the eastern Taelda at the battle of Noneth in 180, few of his contemporaries were able to deal with barbarian armies that became more and more ambitious. In 182 Orsin, the king of Pagostra, perceived no way to turn back the Pagaelin; he appealed to Medrik I. Medrik agreed to help, but his price was a promise of fealty. The Pagaelin were defeated at the battle of Kobing in 183. The next year, Orsin swore fealty to Medrik and was made Earl of Pagostra.

HOUSE OF TANE (188-377)

Since her calamitous defeat at Hosat, Kephria had lost most of her lands west of the Kald to the Kath. In 187, King Torbet was slain in the Kathela Hills at the battle of Lareb Hill. Torbet's heirs were minors. Almost immediately, Medrik I marched into Tashal to "aid the leaderless people of Kephria against the barbarians". The demoralised populace may have been glad to see him. In 188, Medrik annexed Kephria and, with the remnants of three kingdoms under his control, proclaimed the Kingdom of Kaldor.

Nurelia had survived the onslaughts of the Taelda without any aid from Medrik I, but in 235 King Lotin the Gray was killed in battle. Crown Prince Brant's age, fourteen, did not inspire confidence in the Nurelian barons who convened a succession council that voted the crown to King Kalabin of Kaldor. The suspicious disappearance of prince Brant in 237 prompted a baronial revolt that was put down by Kalabin at the battle of Olokand in 238. The Migration Wars were effectively over and the House of Tane stood supreme.

THE KALDORIC CIVIL WAR (362-377)

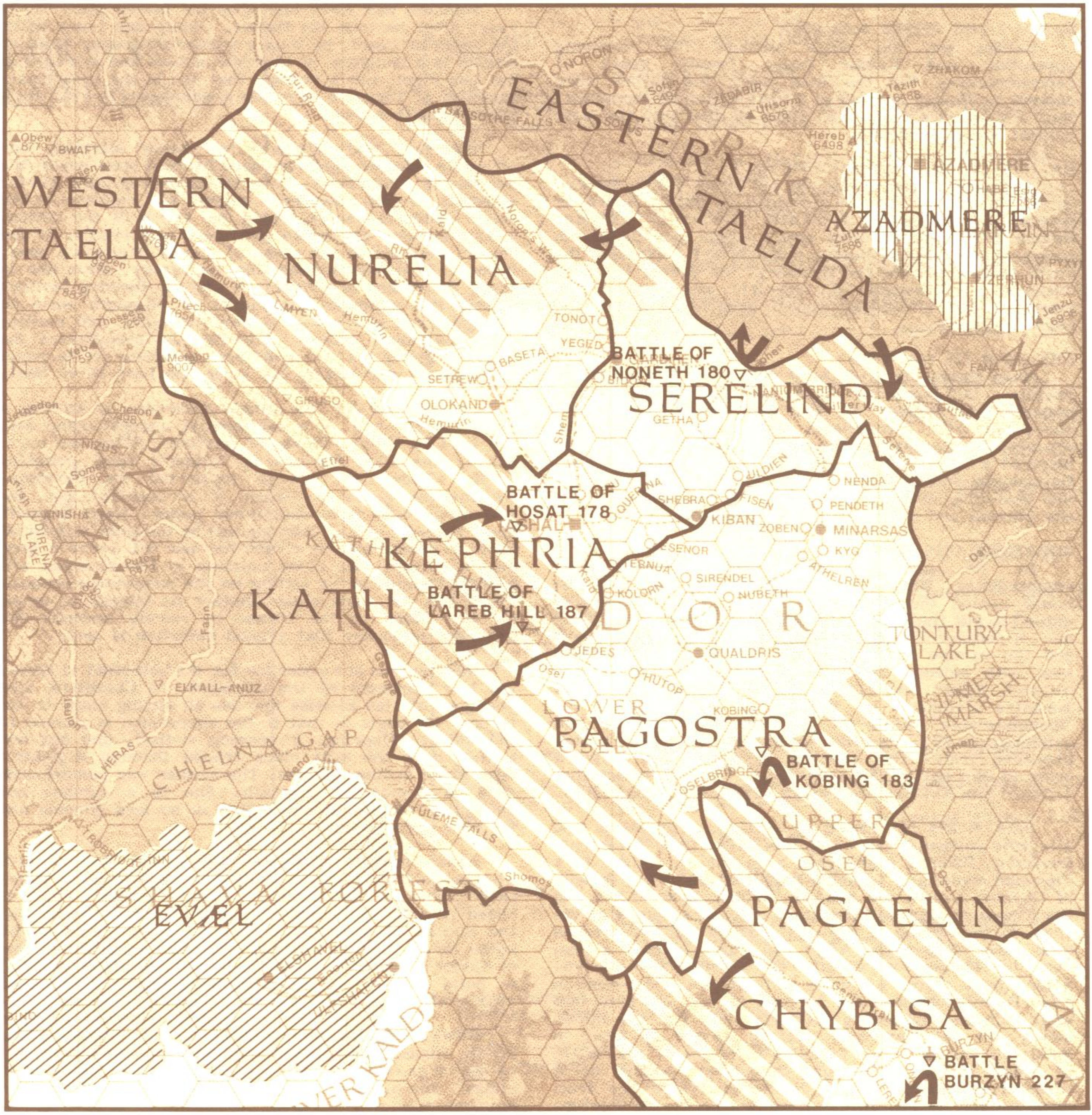
With Kaldor united and the last external threat defeated, Kaldorans turned their eyes inward. The house of Tane established strong central government, but kings continued to rely on a feudal structure for military security. With so much power in the hands of the barons, Kaldor developed a tradition of conflict between the crown and the feudal lords. On the death of King Maranos in 362, the clearly legitimate successor was Aidrik II, but many of the barons supported a rival claimant who promised them greater autonomy, Fierth of Qualdris, (Aidrik's bastard elder brother). Neither claimant could control the rampages of their armies or command the unswerving loyalty of their supporters. For fifteen years, all that was achieved was the laying waste of the countryside. In 377, Aidrik II, acting on treacherously false information as to the enemy's location, was caught in the open with his army by a superior rebel force near Kiban. Several of his vassal-lords defected. Fierth won the day. Aidrik was captured and executed, allegedly roasted over an open fire.

HOUSE OF ORGAEL (362-406)

Fierth the Usurper failed to satisfy his supporters and had to ruthlessly defend his crown on several occasions. Fierth preferred subtle methods; he corrupted the judicial system to his needs and levied ever greater taxes. Barons were tried and executed for treason. On his death, a major revolt erupted against his son. Uthred (385-406) was able to subdue the rebellion, but was assassinated by a band of knights while hunting.

THE RESTORATION
THE HOUSE OF ARTANE (406-599)

The barons convened a succession council that offered the crown to Aidrik II's only surviving son, an exile in Chybisa. The new king took the name Aidrik III, to symbolize continuity and legitimacy. To symbolize a fresh start, he changed the name of his house from Tane to Artane and promised to rule in a manner respectful of the barons' rights. Conciliation and compromise would guide Kaldoric politics for nearly 200 years. Each time a monarch died, the barons would force concessions from the new ruler, who would quietly attempt to take them back during his reign. Sometimes the barons would press their claims in battle, but for the most part the tradition was peacefully respected. In the latter half of the sixth century, however, the house of Artane exceeded its traditional limits of power. Monarchs ruled badly and their deaths were followed by rebellion, each worse than the last.


WESTERN TAELDA
NURELIA
EASTERN TAELDA
AZADMERE
SERELIND
KEPHRIA
KATH
PAGOSTRA
PAGAELIN
CHYBISA
EVÆL
BATTLE OF NONETH 180
BATTLE OF HOSAT 178
BATTLE OF LAREB HILL 187
BATTLE OF KOBING 183
BATTLE BURZYN 227
NORON
ZHAKOM
ZIDABIR
BWAFT
TONOT
YEGED
BASETA
SETREW
OLOKAND
GIRUSO
L. MYEN
GETHA
ULDIEN
NENDA
PENDETH
SHEBRA
FISEN
KIBAN
ZOBEN
MINARSAS
KYG
ESENOR
SIRENDEL
ATHELREN
KOLORN
NUBETH
JEDES
QUALDRIS
HUTOP
KOBING
OSELBRIDGE
TONTURY LAKE
ILMEN MARSH
ELKALL-ANUZ
CHELNA GAP
TULEME FALLS
SHAVA FOREST
ELSHAVEL
LOWER OSEL
UPPER OSEL
DIRENA LAKE
ZERHUN
PYXY
FANA
BURZYN

THE HOUSE OF ELENDSA

Clan Elendsa attained prominence in 407 when Herlan was made Earl of Olokand for his loyal service to Aidrik III during the Restoration. His successors carefully built the clan's influence, in no small part by judiciously marrying into the great clans of Kaldor.

When Iemald (588-599) died, ending the direct line of clan Artane, a confused power struggle was waged by fifteen claimants. While most nobles ruthlessly pressed their claims, Haldan, Earl of Olokand, earned a reputation for honesty. After three years of conflict, the Earl of Balim, Alessa of Dariune, realizing that his own claim was not agreeable to most of Kaldor's nobility, and discerning a rising star, proposed that Haldan take the crown. With this support, Haldan accepted the kingship in 603.

HALDAN THE ELDER (603-636)

Haldan and his allies subdued the remaining opposition and Kaldor began twenty years of reconstruction. For the most part, the barons were content as Haldan sponsored a restoration of feudalism; their rights were respected. When he died only the most cynical failed to mourn.

HALDAN II (the Younger) (636-651)

The second Elendsa king was his father's son, tutored by the voluminous journals of Haldan the Elder. Movement towards "traditional" feudalism continued, although Haldan II's reign actually saw a slight decline in the power of the barons. Haldan spent effort rebuilding the royal government and the judiciary. His queen, Imelene, oversaw a flowering of chivalric pageantry. This beautiful and intelligent woman greatly enhanced the royal mystique.

CHELEBIN III (651-669)

When Haldan II died there was great sympathy for Imelene, but surprise when the succession council selected her instead of their son Torastra. He was concerned with tournaments and wenching and gave wholehearted support to the choice. As Chelebin III, she inspired a "new birth of chivalry". Bards sang of her, the people adored her, knights happily died for her. She died of a stroke in Olokand at the tournament which she started and which still bears her name.

TORASTRA (669-693)

As he aged, Torastra had assumed more responsibilty. When Chelebin III died he had been the power behind the throne for several years. Torastra wanted to put the flower of Kaldoric chivalry to practical use. A commercial dispute with the Thardic League gave him the excuse to declare the Salt War. He marched west with indecent haste into an ambush laid by the Autarch Aglir: the battle of the Chelna Gap (672). Torastra returned to Tashal and contemplated the "dishonourable" style of warfare his opponent had exhibited. In 673, Torastra set out with a larger, better prepared army. This time he surprised the League's army at the battle of Ramala Gap. The settlement that followed won Kaldoric merchants valuable trading rights.

Late in 674 the Sword of Calsten, a priceless and allegedly enchanted heirloom, was stolen from Torastra's treasury. Hearing that it had been sold in Burzyn to a Chybisan nobleman, Torastra demanded that King Balesir of Chybisa return the weapon. Balesir ignored him and the Treasure War was declared. Torastra mustered his army in the spring of 675 and crossed the Ulmerien on both sides of Burzyn. After 400 years without a real war, the Chybisans were routed and withdrew into Burzyn. After three years of siege with plague and rebellion rife, Balesir obtained the honours of war and went into exile. Chybisa became a Kaldoric fief, but the stolen sword was not recovered. Balesir raised an army in Melderyn and defeated Torastra's forces at the battle of Geda in 687. Torastra denounced Balesir as a treacherous churl, but ill health prevented him from pressing his cause. In 689 Torastra broke the Eastern Kath while failing to secure the Kathela hills. He died of old wounds on the last day of Morgat 692.

MIGINATH (693-

Torastra's eldest son, Miginath, was chosen to succeed his father despite a chronic history of illness. Although suffering from numerous ailments, Miginath has astounded all by surviving and ruling wisely for twenty seven years, favouring a style of government that delegates royal powers to well chosen subordinates.

When he was twenty, Miginath took the daughter of a mercantyler, Lesel of Harabor, as his lover. Lesel was seventeen and a commoner, making her an unsuitable match. Miginath was in love with her and refused to marry anyone else, infuriating Torastra. Miginath lived in exile for a few years until his father forgave him. Miginath had two sons by Lesel, Maldan in 673 and Koris in 675; she died bearing Koris.

Miginath was forty-one when his father died. Three years after he took the throne, twenty-one years after the death of Lesel, he took a second mistress. Erila of Kaphin is a daughter of Chybisan nobles and a knight in her own right, but a rumour that she is the illegitimate daughter of Torastra prevents a marriage. In 696, Erila bore Miginath a son.

The fact that Miginath has never married, nor officially acknowledged his three bastard sons leaves the succession contentious. As is the custom in many Harnic kingdoms, a clan succession council will convene on the king's death to choose among the heirs; if the council cannot achieve consensus civil war may result. If the council recognized the claim of one of Miginath's sons, it must first acknowledge his legitimacy. With this in mind, the nobles of Kaldor are already forming factions behind the stronger claimants. If Miginath were to recognize one of his sons it would simplify, not resolve the succession. Indeed, Miginath has complicated the issue by giving his "alleged" sons positions in the royal government, and making his lover the Lord Privy Seal.

One reason for the king's reticence in naming a candidate for heir is a confidential understanding with the Earl of Balim, Troda of Dariune. After the royal house, the Clan Dariune is Kaldor's most powerful family. They have always supported the Elendsas. Without the Earls of Balim, it is doubtful that the Elendsa's could have maintained power. When Miginath dies, the head of clan Dariune will be the most influential noble in Kaldor and his choice for heir will carry a good deal of weight; his blood relation to the Elendsas will probably result in his sitting on the succession council. Troda has not made clear whether he intends to press his own claim to the throne or merely exercise his influence to insure that a good selection is made.

Negotiations are underway for the betrothal of Scina, the heir apparent of the Dariunes, to Cheselyne (the younger) of clan Elendsa who has an strong claim to the throne. Its basis is that if the succession is passed to the oldest offspring, a common method, she and her mother have the best claim traced through Miginath's dead elder brother Haldan. The mother was passed over once in favour of Miginath. She is a cunning but unpopular woman. The daughter is no less cunning and far less scrupulous.

Apart from members of the eldest line of clan Elendsa, all the children of Miginath's younger siblings have claims to the throne. Conwan Elendsa's claim is based on descent by eldest legitimate male. He is also the Sheriff of Semeth and able to press his case. He holds three good manors plus valuable iron mines. One of Kaldor's wealthiest knights, he has submitted petitions to build a keep, so far politely ignored, which would effectively make him a baron.

Several others have claims to the throne. Clans Firith, Hirnen, Indama and Ubael are related to the king by marriage or blood and are in positions to press their claims. The picture changes constantly and few express opinions publicly.

GENEOLOGY OF CLAN ELENDSA

- HALDAN I The Elder Earl of Olokand 566(603)636 =608= Liel Erbin f 582-615[1]
  - HALDAN II The Younger 611(636)651 =632= CHELEBIN III f Ailis 615(651)669
    - TORASTRA 635(669)692 =649= Leni Cerl f 630-687
      - Haldan 650-682 =669= Mesa Atan f 652-681[1]
        - Cheselyne Elendsa f 672- =700= Ralan Hosath 671-718
          - Cheselyne Hosath f 703-
          - Merela Hosath f 706-
        - Lerela Elendsa f 675- =694= Arlin Alsar 672-715
          - Arlin Alsar 696-
        - Meliem Elendsa f 681- Lord High Chamberlain
      - MIGINATH 652(693)
        - = = Lesel Harabor f 655-675[1]
          - Maldan Harabor 673- Sheriff of Meselyne =697= Areta Alkinil f 680-
            - Mirild Harabor 699-
            - Kornuska Harabor 702-
          - Koris Harabor 675- Marshal of the Guard
        - = = Erila Kaphin f Chybisan/Kt. Privy Seal 679-
          - Tulath Kaphin 696- Sheriff of Vemion =718= Elana Verdreth f 699-
            - Tulath Kaphin 719-
      - Lenera f 656-719 =674= Jerin Firith Baron of Kobe 656(672)715
        - Orsin Firith 674(715) Baron of Kobe =697= Lenyl Tasrin f 680-703[1]
          - Prehil Firith 699- =719= Shyna Thaelbis f 700-
          - Lenael Firith f 701-702
        - Lenera Firith f 676- Priestess Larani (twin)
        - Serli Firith f (twin) 676- =699= Karsin Ubael 672-
          - Lenera Ubael f 699-703
          - Serli Ubael f 704-
          - Karsin Ubael 706-
        - Kymen Firith 677- =697= Lessre Sharanis f 680-
          - Kymed Firith 699- =717= Mrassel of Ibal f 700-
        - Asorn Firith 678- =700= Alessa Erdis f 680-
          - Haradane Firith 701-704
          - Asorn Firith 702-
        - Sharosi Firith 680-694[3]
      - Erelora f 659-716 =675= Arlin Hirnen Baron of Nenda 652(679)704
        - Erelar Hirnen 675(704) Baron of Nenda =700= Yrene Neresa f 681-
          - Arlbis Hirnen 702- =719= Prtherela Sothina f 703-
          - Ithina Hirnen f 705-
        - Tarkin Hirnen 679- Chancellor of Kaldor
      - Brandis Kt. of Etoss 661-699 =682= Erlene Urilis f 665-707
        - Siwen Elendsa f 682- Priestess of Peoni
        - Conwan Elendsa 687- Sheriff of Semeth =709= Hesena Inamis f 690-
          - Erlene Elendsa f 710-
          - Brandis Elendsa 712-
          - Torasa Elendsa 714-
        - Raditha Elendsa f 688-
        - Korwyn Elendsa 689- Priest of Peoni
        - Udine Elendsa f 699- =718= Harapa of Indama 698-
          - Dosyl Indama 718-
          - Halene Indama f 719-
      - Merik 662-719 Sheriff of Osel
    - Kalabin 644-708[3] Archbishop of Caleme
    - Kethele f 639-703 =670= Scina Dariune Earl of Balim 641(667)715
      - Troda Dariune Exchequer Royal 673(714) =697= Olena Pierstel f 677-
        - Scina Dariune 699-
        - Enoriel Dariune f 701-
        - Karison Dariune 705-
  - Kaisirin f 613-640
  - Mesela f 615-633

=716=	Date of Marriage
= =	Other Relationship
(522)	Succession date
f	Female
1	Died in childbirth
2	Died in battle
3	Other violent death

FEUDAL GOVERNMENT

In Kaldor, as in other feudal states, all land belongs to the monarch. Lands and titles are granted by the throne in exchange for military service. Once a title and lands are granted to a major noble, it is very difficult to remove them. Firstly, if the other great magnates are to be kept silent, the noble must be tried and convicted of some major crime such as treason, his lands and honours legally stripped. It is also likely the king will be obliged to raise an army to effect any confiscation, possibly leading to armed revolt or even civil war.

Feudal nobles tend to place their own interests above those of the crown. The succession of a new monarch in Kaldor has, traditionally, triggered a scramble for better position among the nobility. A new king or queen must seek oaths of fealty from the feudal lords and may be forced to bargain for them. But if too many concessions are made, the monarch may well be forced to spend the balance of his reign recovering his diluted powers.

The first priority for any monarch's domestic policy is to prevent the formation of coalitions strong enough to unseat him. Kings of Kaldor have generally sought to have the lands of their tenants-in-chief scattered throughout the kingdom. This reduces a lord's ability to rebel, since his bases are isolated from each other and, usually, surrounded by royal or loyalist lands. As another security measure, the king makes alliances, often by marriage, with his powerful vassals. Dariune, the Earl of Balim, for example, is the king's cousin; the royal bureaucracy is an exercise in nepotism. All of this jockeying for power is, of course, beneath the surface, a matter of constant intrigue. Only rarely is violence resorted to, and then often indirectly, in a manner that may be denied later.

THE ROYAL GOVERNMENT

The royal government is an extension of the royal household and most of its non-provincial organs travel with the king. The monarch personally appoints the Chancellor, Chamberlain, Exchequer-Royal, Lord Privy Seal, Sheriffs, Wardens and Marshals. All are members of the Privy Council which (theoretically) meets regularly to advise the king.

Department heads usually choose their own subordinates. There is a great deal of bribery and political maneuvering to obtain positions in the royal service. Patronage is not deemed improper unless it is against the interests of the crown. While royal officials may be better paid than persons holding similar positions outside government, there is little security in such a vocation. If a department head loses favour, his relatives and appointees may also be purged. The appeal in such a job is really the exercise of power and prestige. Members of court travel with the king and receive at least some accomodation and nourishment at his expense.

THE CHAMBER

The Chamberlain, Meliem Elendsa, would normally take her orders from the Queen, but since Miginath has no wife, the king's niece also plays the role of Lady of the house. This department is primarily responsible for the day to day operation of the royal household, but Meliem exercises immense power because she has the right of (almost) unlimited access to the person of his majesty.

THE CHANCERY

The Chancellor is responsible for the general government and judiciary of the kingdom as a whole. Civil officials, including the aldermen of towns, usually report to him. He also presides over the chancery court, which is the highest below that of the king himself. The Judge Advocate of Kaldor may be thought of as an attorney-general, the Inquisitor General is the chief crown prosecutor; both are skilled litigants. The Lord Privy Seal keeps the great seal of Kaldor and acts as a confidential personal secretary to the Privy Council and/or the king.

THE EXCHEQUER

The Exchequer Royal (or Chancellor of the Exchequer) is the chief financial officer of Kaldor. His responsibilities include the collection of royal revenues (through the sheriffs) from the provinces and towns. He also presides over the royal mint in Tashal and advises the king on budgetary matters.

THE PROVINCES

Sheriffs are the king's agents within their shires, but in most day to day matters they are answerable to the Exchequer for financial matters or the Chancellor for judicial matters. Each sheriff commands at least a keep (and its permanent garrison) which is a royal stronghold and residence. Since it is the habit of most monarchs to travel with their court, visiting each royal keep and castle at least once a year, this is an important function. In terms of the power at his disposal, a sheriff is virtually the equal of an earl; in some ways he is more powerful. Only the fact that he must (legally) send most of his fief income to the king, who may dismiss him at any time, distinguishes him from the feudal lords.

THE ARMY

Apart from two very small "armies" that patrol Chelmarch and Oselmarch, the only permanent armed force in Kaldor is the Royal Guard. The King obtains military forces from several sources: the feudal levy, mercenaries, and the militia. The feudal levy are those men and knights who hold lands in exchange for military service of 30-90 days per year. Some who owe service pay scutage instead and this is enough to hire mercenaries to replace them.

The organization of royal armies in the field is flexible. In time of war, an army will incorporate all or part of the feudal levy, mercenaries and local militia. Until an officer is named to command the force, there is no single authority able to command such diverse forces in the field. When there is no Marshal, the office is held by the king, that is to say left vacant.

The Royal Guard

Responsible for the protection of the royal household, this small but elite force is commanded by the Marshal of the Household. There is a High Guard, comprised of two companies (20 men each) of knights-bachelor, supplemented from time to time by a similar number of knights of the feudal levy. The Low Guard is a permanent auxiliary force of four companies of elite men at arms. The Guard travels with the king, but forces are sometimes detached for special military duties; they may be assigned to stiffen military units elsewhere in Kaldor, or escort important persons when they travel separately. One or two companies precede the king to his next place of residence to see that everything is in order.

THE MARCHES

Oselmarch and Chelmarch are regions that might one day become shires, but are not yet sufficiently secure. Consequently they are under the military government of Wardens who are responsible to the king. Each march has a permanent corps of four companies (80 men), generally two medium foot, one light foot, and one light archer. These token forces may double during the summer, augmented by feudal levy.

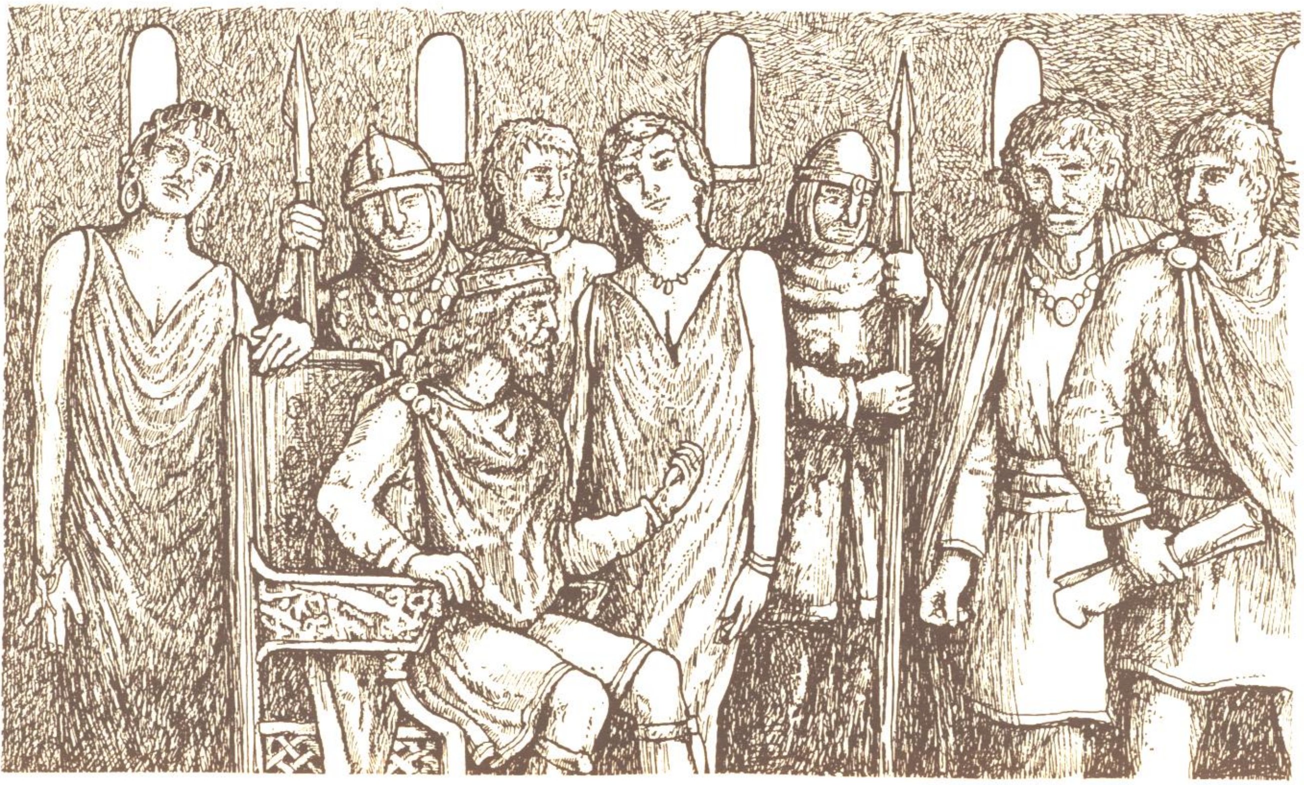
Chelmarch

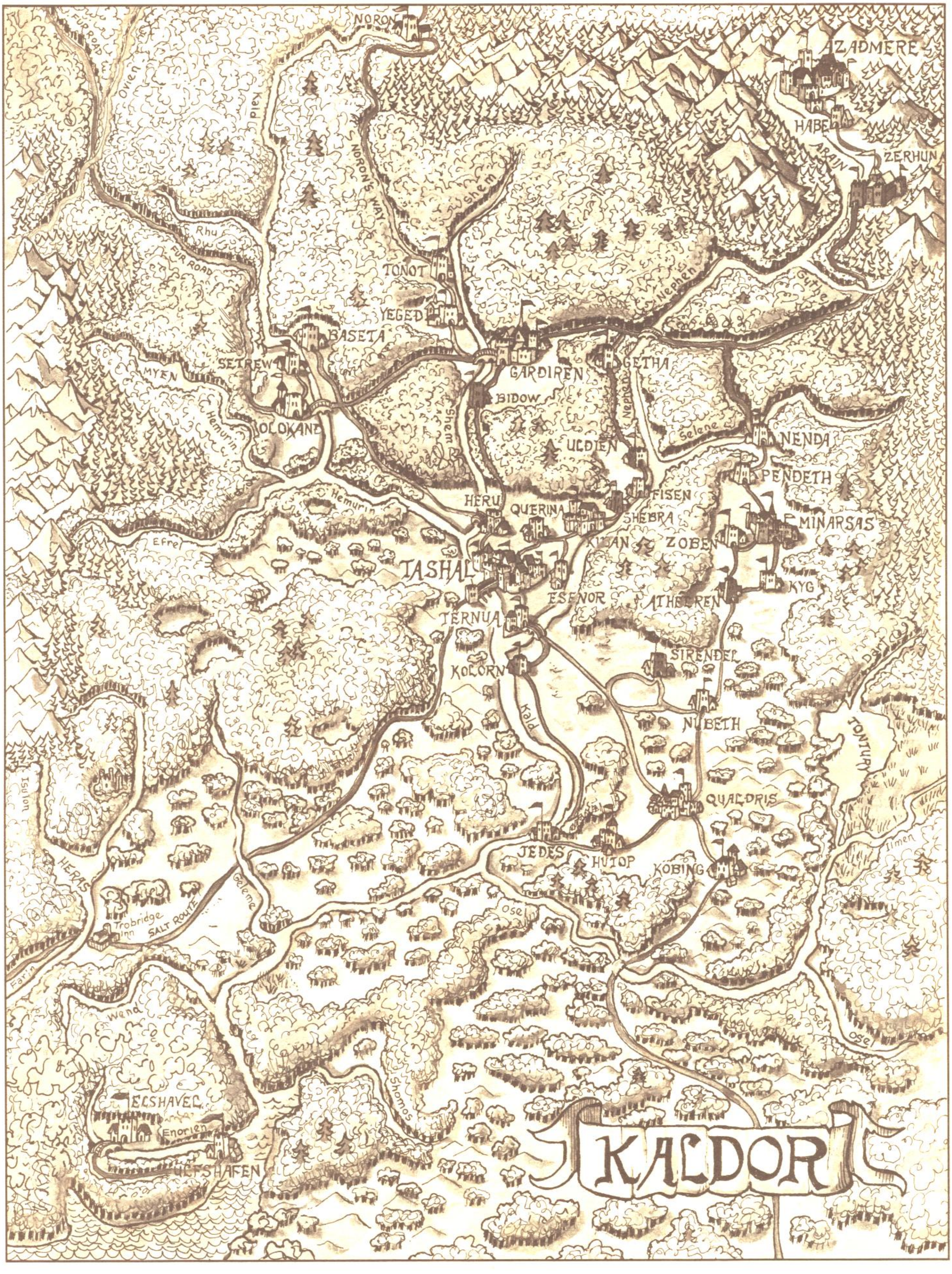
The King is the present Warden but the field commander is the deputy warden, Korus of Ynel, bailiff of the royal manor of Kathane. Headquartered at Kathane and Tashal, the principal roles for this army are to patrol the Salt Route and "subdue the Kath".

Oselmarch

The Army of the Osel is supposed to maintain order along the Genin Trail between Kobing and Oselbridge. In reality, the welfare of caravans on the trail largely depends on the charity (or lack of it) of the Pagaelin. The Warden of Oselmarch, Baron Firith of Kobe, is related to the king by marriage.

- LORD HIGH CHAMBERLAIN 600d Princess Meliem Elendsa (HM niece)
  - Chief Clerk of the Chamber 84d
    - Chamber Clerks 72d
  - Lord Master Herald 160d
    - Royal Heralds 85d
      - Pages in Training
  - Personal Physician to HM. 120d
    - Deputy Physicians 72d
  - Seneshal of the Chamber 96d
    - The Royal Chef 72d
      - Kitchen Serfs 6d
    - Master of the Cellars 48d
    - Foodtaster 36d
    - Chamber Serfs 12d
  - Astrologer Royal 120d
    - Journeyman 36d
      - Apprentices
  - Master of the Esoteric Arts 144d
    - Journeymen 42d
      - Apprentices
  - Alchemist Royal 132d
    - Journeymen 36d
      - Apprentices
  - The King's Fool 60d
  - Chief Bard of the Chamber 120d
    - Musicians/Harpers 48d
- CHANCELLOR OF KALDOR 600d Tarkin of Hirnen
  - LORD PRIVY SEAL 360d Erila of Kaphin
    - Chief Clerk Chancery 84d
      - Chancery Clerks 72d
    - Keeper of the Rolls 78d
    - Royal Agents 54d
  - Inquisitor General 156d
  - Lord Advocate of Kaldor 180d
    - Chancery Advocates 78d
- EXCHEQUER ROYAL OF KALDOR 600d Troda of Dariune Earl of Balim
  - Treasurer of the Exchequer 240d
    - Governor Royal Mint 120d
      - Royal Engravers 72d
    - Royal Assayist 96d
    - Collector General 120d
      - Tax Collectors 48d
      - Toll Collectors 36d
  - Chief Clerk of Exchequer 180d
    - Exchequer Clerks 72d
  - Inspector of Public Works 150d
    - Royal Masons 102d
- LORD MARSHAL OF KALDOR 600d (vacant)
  - Army Commanders (temporary)
    - Unit Commanders
      - Military Units
  - Inspector General of Army 240d
- MARSHAL OF THE ROYAL GUARD 600d Koris of Harabor
  - Captain of the High Guard 348d
    - Kt.Commanders HG 324d
      - Knights of HG 300d
  - Captain of the Low Guard 120d
    - Sergeants of LG 60d
      - Men at Arms LG 48d
  - Master of Squires 324d
    - Squires in Training
  - Master of the Hunt 84d
    - Falconer Royal 48d
    - Master of Hounds 36d
  - Royal Weaponcrafter 120d
    - Journeymen 48d
      - Apprentices
  - Royal Ostler 96d
    - Journeymen 42d
      - Apprentices
- LORD HIGH SHERIFF 480d (1 per Shire)
  - Constables of Keeps/Castles 300d
    - Permanent Households
  - Foresters Royal of Hundreds 312d
    - Royal Foresters 48d
  - Bailiffs of Hundreds 240d
    - Bailiffs of Royal Manors
- LORD WARDEN OF A MARCH 420d (2)
  - Deputy Warden of the March 360d
    - Army of the March




NORON
FUR ROAD
Ovien
Kald
NORON'S WAY
Shem
ZADMERE
HABE
ARAIN
ZERHUN
Rhu
FUR ROAD
TONOT
YEGED
BASETA
Nephen
Guthe
SETREW
GARDIREN
GETHA
MYEN
BIDOW
Nephen
Hemurin
Shem
OLOKAND
ULDIEN
Selene
NENDA
PENDETH
Hemurin
HERU
QUERINA
FISEN
SHEBRA
EMINARSAS
Efrel
KIBAN
ZOBEN
TASHAL
ESENOR
ATHEEREN
KYG
TERNUA
SIRENDEL
Dante
KOLORN
Kald
NUBETH
TONTURY
Isulon
QUALDRIS
Ilmen
JEDES
HUTOP
KOBING
HERAS
Geleme
Trobridge Inn
SALT ROUTE
Ose
Farin
Ose
Ose
Wend
ELSHAVEL
Shomos
Enorien
ULFSHAFEN
KALDOR

RELIGION

The religious climate of Kaldor is dominated by the churches of Larani and Peoni. In most regions of the kingdom the two churches have tax exempt status, and Laranianism is the official religion of the royal household. Worship of Peoni is popular among the common folk. Peonians are disinterested in secular politics, but the church is respected by the Kaldoric nobility, who generally believe that it helps to keep the masses happy. Other faiths occupy less favoured positions.

The churces of Save-K'nor, Ilvir, Sarajin and Halea maintain temples in Kaldor, but their appeal is relatively limited. Generally, these churches are tolerated but not encouraged. In a few areas of the kingdom, notably Kiban, worship of these deities is actively discouraged, by means of punitive taxes and discriminatory laws, although nowhere are they actually proscribed.

The Kaldoric Halean church is wealthy and is steadily gaining support among the merchant classes, but has so far been unable to gain much political influence in the kingdom.

The church of Ilvir has a major temple in Tashal as well as several loosely organized hermitages in wilderness areas of the kingdom. Worship of Ilvir is generally declining, although it maintains some popularity among persons of Jarin descent.

Worship of Sarajin is primarily restricted to the small number of Ivinian immigrants. The church of Save-K'nor maintains a temple in Tashal and is believed to have a subtle influence on Kaldoric politics but does not attract many adherants.

Worship of Agrik, Morgath, and Naveh is punishable by death, often by grisly means. Ironically, the covert Navehan temple in Tashal is one of the largest on Harn, and its clerics are well acquainted with the labyrinth of tunnels beneath the city.

CHURCH OF LARANI

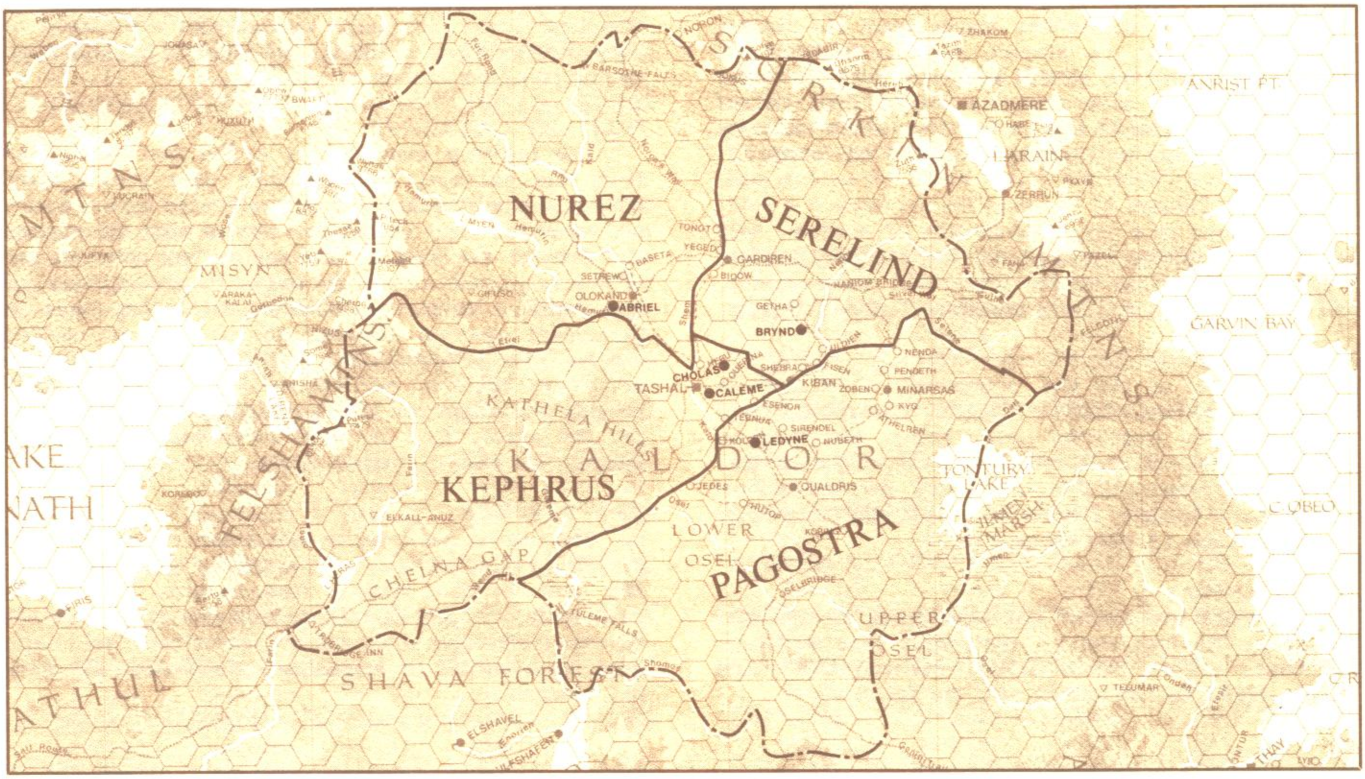
A full explanation of the Laranian church is not possible here. GMs wishing more information are referred to "Gods of Harn".

In Kaldor, the highest Laranian spiritual authority is the Serekela (Archbishop), who is answerable to the Primate of Harn and the Pontiff. The Kaldoric archbishop is appointed by the Pontiff on the recommendation of the Primate and the King of Kaldor. The Archbishop appoints local bishops and sets regional policy.

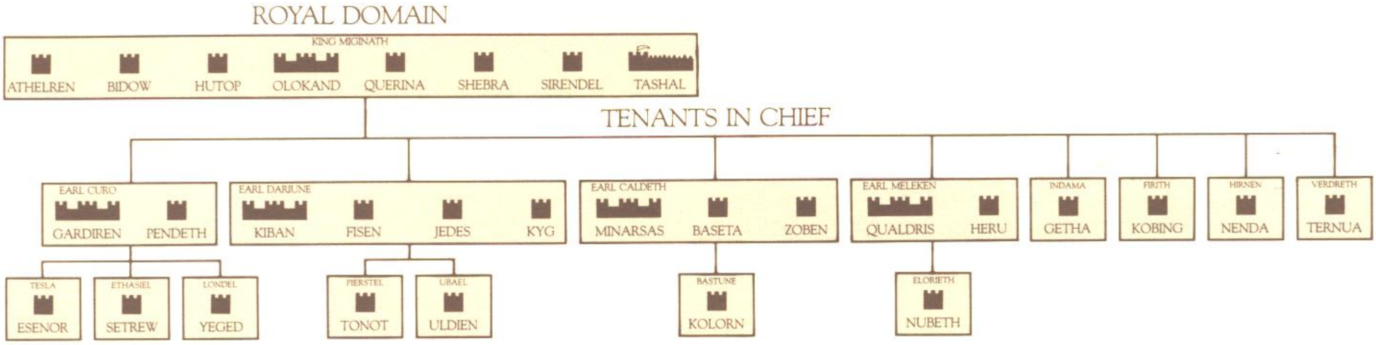
Bishops are responsible for the affairs of the church within their diocese, and are answerable to the Archbishop. The Archbishop does not personally administer a diocese, although the estates controlled by his office are considered to be independant of the bishoprics they lie within. The four bishoprics, Nurez, Serelind, Kephrus, and Pagostra, have borders that are roughly equivalent to the four kingdoms that predated Kaldor.

Most Laranians in eastern Harn are associated with the clerical order of the Spear of Shattered Sorrow or the fighting order of the Lady of Paladins. But in Kaldor, as in most other regions, such orders lie somewhat outside the mainstream of the Laranian spiritual bureaucracy and are subject to its authority. This is particularly true in Kaldor since the headquarters of both orders are in Melderyn.

Laranian Bishoprics


NUREZ
SERELIND
KEPHRUS
PAGOSTRA
K A L D O R
SORKIN MTNS.
FELSHAMAN MTNS.
KATHELA HILLS
CHELNA GAP
SHAVA FOREST
LOWER OSEL
UPPER OSEL
MISYN
TASHAL
CHOLAS
CALEME
ABRIEL
OLOKAND
SETREW
BASETA
YEGEDE
TONOTO
GARDIREN
BRYND
GETHA
KIBAN
MINARSAS
NENDA
PENDETH
ZOBENO
KYO
ESENOR
SIRENDEL
LEDYNE
NUBETH
JEDES
HUTOP
QUALDRIS
ELKALL-AHUZ
TULEME FALLS
ELSHAVEL
AZADMERE
LARAIN
ZERHUN
ANRIST PT.
GARVIN BAY
TONTURY LAKE
COBEO
THAY

SUBINFEUDATION OF KALDOR


ROYAL DOMAIN
KING MIGINATH
ATHELREN
BIDOW
HUTOP
OLOKAND
QUERINA
SHEBRA
SIRENDEL
TASHAL
TENANTS IN CHIEF
EARL CURO
GARDIREN
PENDETH
EARL DARIUNE
KIBAN
FISEN
JEDES
KYG
EARL CALDETH
MINARSAS
BASETA
ZOBEN
EARL MELEKEN
QUALDRIS
HERU
INDAMA
GETHA
FIRITH
KOBING
HIRNEN
NENDA
VERDRETH
TERNUA
TESLA
ESENOR
ETHASIEL
SETREW
LONDEL
YEGED
PIERSTEL
TONOT
UBAEL
ULDIEN
BASTUNE
KOLORN
ELORIETH
NUBETH

KALDOR SUBINFEUDATION

The following pages list all major settlements in the Kingdom of Kaldor, a complete list of all manors owing fealty to them, and key political and economic data.

FIEFS (Column 1)

Manors owing fealty to a major settlement are listed here, indented to show their subinfeudation rank. For example, Feron holds from Bifyrd, which holds from Baseta. To locate any manor from the Kaldor Map, check under the nearest major settlement. In most cases it will be in this list, but their are many exceptions. There is a complete alphabetical list of manors on the back of the Kaldor Map which indicates under which major settlement they will be found.

HUNDRED (Column 2)

A hundred is a legal subdivision of a shire, held by a Bailiff of the Hundred for the Sheriff. Hundred Moots are identified by the entry B/H under holder. The hundred name is also a useful settlement locator.

HOLDER (Column 3)

The holder of this fief. Clans hold their lands in fee simple; named officials (Bailiff, Constable, etc.) hold fiefs "in trust" for their leige. On religious estates, named officials for the Church of Larani are: Serekela (Archbishop), Rekela (Bishop), Serolan (Abbot) and Reblena (Knight Commander). For the Church of Peoni: Pelnala (Abbot/Abbess).

ACRES (Column 4)

The gross acreage of the fief. Much of this will not be arable cropland. A reasonable rule of thumb is: Waste (10%), Woods (20%), Pasture (30%), and Arable (40%) half of which will lie fallow.

LAND (Column 5)

A factor describing the quality of the arable land on the fief, based on a Harnic average of 1.00.

HD (Column 6)

The number of households on the fief. The average household has 5 persons including spouse and offspring. Most households will be clustered around the manor in small villages which are not shown on the map. A rough breakdown of rural households is: Serf (85%), Freemen (15%). The major settlements would tend to have Urban Freemen (60%), with the balance divided among rural population as above.

MILITARY GARRISONS

The military resources of a fief can be derived from the political and economic data given. Most manors are held by a knight who will also have a squire and some yeomen. Therefore, assume that all manors can provide one knight, one squire, one yeoman per 600 acres, and a militia equal to the number of households. Major settlements will also have a permanent garrison attached to the keep or castle; assume one company (20 men) per keep, and two companies (40 men) per castle. Fighting Orders have roughly one knight per 1200 acres plus one man-at-arms per 300 acres. That is, 3600 acres can support three knights and twelve men-at-arms.

FIEF REVENUE

The annual net revenue (after normal expenses) of a fief may be assumed to be 1d per gross acre. To this must be added revenue from vassals. Vassal fiefs held in fee simple will contribute one half their net revenue (reflecting aids, scutage, and other fees); those held by a bailiff or constable will provide all their net revenue.

ATHELREN

Held by the Sheriff of Vemionshire for the King. The keep was built in 50TR by an early Jarin Kingdom and rebuilt in 250. The Sheriff, Sir Tulath Kaphin, a bastard son of the king of Kaldor, is considered to be something of a wastrel, although he has somewhat reformed since his recent marriage to the daughter of Baron Verdreth of Ternua.

ATHELREN	Tishilan	Sheriff	1200	1.03	55
Hemet	Tishilan	Bailiff	1530	1.03	34
Hindertis	Grimruld	B/H	1610	1.04	36
Lemalex	Lynnfana	B/H	1850	1.01	44
Liansal	Atressa	B/H	1700	1.02	38
Lorik	Tishilan	Afaelin	1640	1.03	38
Lymrol	Tishilan	Mered	2530	1.03	57
Nagrin	Tishilan	Iesaros	1350	1.03	30
Ordel	Tishilan	Tarandin	1850	1.03	42
Paren	Tishilan	Harsenain	1500	1.03	34
Relnis	Tishilan	Inina	1560	1.03	36
Rinril	Tishilan	Cazaena	1460	1.03	34
Sinar	Tishilan	Sorabar	1660	1.03	38
Tishilan	Tishilan	B/H	950	1.03	23

BASETA

Held by a constable for Earl Caldeth of Minarsas. The keep was built prior to the Migration Wars (c.140 TR) and rebuilt in 426. The present constable is is Sir Eres of Tereneth, a robust and jolly man said to keep one of the finer tables and cellars in Meselyne.

BASETA	Allence	Constable	1250	1.14	133
Anstedon	Allence	Bailiff	1950	1.12	29
Bifyrd	Nelafayn	Calayner	1750	1.18	28
Feron	Nelafayn	Bailiff	1050	1.17	17
Gentes	Allence	Margant	1790	1.12	29
Jastere	Myaman	Jastere	1760	1.19	28
Kerk	Myaman	Napaldy	1410	1.18	23
Lachel	Nelafayn	Binthe	1330	1.16	21
Lezorn	Allence	Zaldarne	1510	1.11	22
Nebrem	Allence	Haurnal	1450	1.12	22
Rhustan	Nelafayn	Bailiff	2620	1.18	45
Stybrin	Nelafayn	Yalcuthy	2840	1.14	38
Watanish	Ambarnis	Jarquane	1200	1.14	19

BIDOW

Held by the Sheriff of Nephshire for the king. The keep was built in 430 TR and is urgently in need of repair. The cellars have a tendency to flood in the spring and the foundations are showing signs of weakening. The sheriff is Baron Indama of Getha (qv).

BIDOW	Dobraine	Sheriff	1250	1.14	85
Asintina	Dobraine	B/H	1350	1.19	23
Blikle	Navintas	B/H	1740	1.08	31
Hundholt	Fethael	B/H	1480	1.09	31
Blixth	Fethael	Bailiff	840	1.08	18
Lyafen	Dobraine	Tubath	1630	1.15	26
Marnaca	Dobraine	Ernisch	1650	1.16	28
Nemel	Navintas	Waydyle	1110	1.10	19
Sarastin	Dobraine	Lennob	1090	1.14	21
Shotryn	Navintas	Bailiff	1630	1.11	28
Sycound	Navintas	Kressenta	1290	1.08	22
Bonaven	Navintas	Frykal	1260	1.06	22
Gratima	Navintas	Bailiff	790	1.07	13
Retess	Navintas	Torolla	1600	1.07	28
Thetani	Tonallan	Woolarme	2370	1.13	49
Tirachane	Dobraine	Bailiff	1640	1.15	27
Pethasum	Dobraine	Immen	1550	1.16	27

ESENOR

Held by the Baron Tesla from Earl Curo of Gardiren. The keep was built in 285 and rebuilt in 525. Baron Tesla is a shrewd intriguer who has many friends (and enemies) at court.

ESENOR	Marindas	Tesla	2520	1.18	81
Abadon	Rethelsyne	Margayn	1960	1.20	36
Aixla	Marindas	Carontyn	2340	1.15	40
Gauder	Marindas	Bailiff	2050	1.14	35
Anar	Niremos	Wearn	2160	1.11	34
Stanen	Niremos	Bailiff	1740	1.11	28
Blundale	Rethelsyne	Foreas	2170	1.15	37
Scoth	Rethelsyne	Bailiff	2140	1.13	36
Moyen	Rethelsyne	Nautarik	1910	1.21	33
Mutane	Cholas	Dracayne	2450	1.16	41
Nenna	Bredan	Bailiff	1750	1.14	29
Spaff	Bredan	Nytarun	2350	1.15	39
Padel	Marindas	Bailiff	1610	1.19	29
Tisbury	Rethelsyne	Bailiff	2940	1.16	51
Wairn	Marindas	Vartuny	1750	1.17	31

FISEN

This keep was built in 164 and is held by Sir Dagald of Jendral, a constable for Earl Dariune of Kiban. Sir Dagald owes his position to a timely marriage with a rather simple-minded daughter of the lesser branch of Clan Dariune.

FISEN	Anvusen	Constable	1260	1.10	38
Cethnon	Chyle	Erynert	1560	1.06	25
Dendese	Chyle	Hauraxel	1360	1.06	24
Lythgran	Chyle	Bailiff	1600	1.06	30
Esheth	Anvusen	Darquarn	820	1.11	15
Gynd	Anvusen	Bailiff	1140	1.10	19
Lantel	Anvusen	Bailiff	1740	1.08	27
Londex	Miona	Bailiff	1290	1.15	26
Trilgen	Anvusen	Bailiff	1040	1.10	18
Vareth	Miona	Vareth	1870	1.13	47

GARDIREN

Held by the Earl of Neph, Gardiren was once the capital of Serelind. It was built in 130 as a keep, rebuilt in 170 as a castle, and rebuilt in 403 after the Kaldoric Civil War. Earl Curo is a corpulent libertine who enjoys the pleasures of his table, but is none the less a competent intriguer.

GARDIREN	Tonallan	Curo	830	1.14	128
Amewold	Anvusen	Jounvar	2080	1.12	29
Amkethran	Revabyne	Tallarm	1410	1.13	19
Charmic	Kiresta	Bailiff	2060	1.17	41
Kasjave	Revabyne	Bailiff	1350	1.10	19
Kytryn	Revabyne	Bailiff	1980	1.10	28
Phylida	Tonallan	Nimos	1840	1.12	37
Scalinade	Myaman	Flargar	1270	1.16	20
Scarlage	Tonallan	Vemin	2670	1.13	54
Solinda	Tonallan	Bailiff	2370	1.13	47
Nausch	Tonallan	Giro	1810	1.12	36
Teverl	Dobraine	Bailiff	830	1.14	14
Tomalla	Navintas	Bailiff	1935	1.07	33
Falkath	Navintas	Bailiff	740	1.07	11
Uthren	Revabyne	Semos	1830	1.13	28
Visporton	Tonallan	Inthin	1380	1.13	30
Darlence	Tonallan	Celoss	1680	1.15	34
Marbert	Tonallan	Gambrig	1280	1.13	26
Umbrea	Dobraine	Morfan	2290	1.16	28
Warial	Dobraine	Bailiff	1670	1.16	41
Zernhol	Kiresta	Selekos	1620	1.16	32

GETHA

Held by the Baron Indama from the king. The keep was built in 280, and rebuilt in 440 after the fire of 437 which razed it. Chimin Indama is somewhat thick-witted, but is an obedient and loyal servant of the king. His son has a remote claim to the Kaldoric throne. Also see: Bidow.

GETHA	Fethael	Indama	1660	1.10	52
Derym	Grimruld	Ewesar	1440	1.04	33
Dremdew	Miona	Bryanth	2160	1.14	55
Drilen	Fethael	Lournay	1410	1.11	23
Emerule	Fethael	Bailiff	900	1.11	14
Ominstru	Fethael	Haunty	1080	1.10	23
Ieald	Chyle	Dracyne	1560	1.07	28
Haudy	Lynnfana	Onaret	1620	1.00	37
Kirden	Lynnfana	Bailiff	1590	1.01	34
Ixena	Lynnfana	Pomada	1320	1.01	29
Kylelaw	Chyle	Blaundar	1350	1.07	30
Megyle	Chyle	Larchean	1160	1.07	22
Sezaze	Fethael	Bailiff	1250	1.10	21

HERU

Held by a constable for Earl Meleken of Qualdris. The keep was built in 548. The constable, Sir Bereden of Pawade, is a skilled administrator who has dramatically increased the revenue of this estate.

HERU	Wosendel	Constable	2210	1.23	83
Antiven	Arien	Bailiff	2270	1.24	35
Colu	Marindas	Ocazer	3830	1.14	71
Donaven	Wosendel	Azorn	1260	1.19	22
Douny	Tuselion	Koparen	3240	1.22	49
Kinel	Tuselion	Bailiff	2030	1.21	32
Dushat	Wosendel	Houlcath	2360	1.21	42
Erthen	Wosendel	Claune	1630	1.22	27
Gramant	Wosendel	Bailiff	2010	1.23	32
Thessar	Revabyne	Bailiff	2230	1.14	32
Touvant	Endrunel	Plaganel	2220	1.21	37

HUTOP

Held by the Sheriff of Oselshire for the king. The keep was built in 430 by Aidrik IV as a stronghold against the Pagaelin. The office of sheriff is currently vacant, the duties being handled by the bailiff of Aldoral, Sir Kodar Maradyne.

HUTOP	Daynora	Sheriff	1100	1.10	68
Aldoral	Daynora	B/H	1650	1.10	33
Asolade	Asolade	B/H	1520	1.14	25
Canson	Daynora	Nargalas	1990	1.09	40
Cantwee	Daynora	Jopler	2320	1.08	45
Dolori	Daynora	Yarquane	2210	1.07	43
Rebemis	Daynora	Sageryne	1590	1.05	27
Sentwyn	Daynora	Yonaret	1630	1.08	29
Drelsyne	Siloryne	Bailiff	1590	1.05	32
Hilgere	Valganara	Bailiff	1480	1.05	30
Hylesim	Siloryne	B/H	1980	1.06	39
Kaele	Siloryne	Bailiff	1860	1.06	39
Litchton	Daynora	Bailiff	1770	1.09	35
Mornisar	Firithel	B/H	1410	1.03	33
Namune	Daynora	Bailiff	2120	1.10	42
Nicomen	Daynora	Bailiff	2310	1.10	37
Refelen	Daynora	Xalaker	1720	1.09	35
Shreve	Daynora	Bailiff	1500	1.08	30
Thild	Siloryne	Bailiff	2490	1.06	48
Torret	Valganara	B/H	1580	1.05	33
Girhim	Valganara	Bailiff	1380	1.05	27
Tyrin	Daynora	Bailiff	2400	1.09	48

JEDES

Held by a constable for Earl Dariune of Kiban. The keep was built in 350 and used as a base by Fierth the Usurper during the Kaldoric Civil War. Miginath spends a great deal of time here. The constable, Sir Shernath of Mirdarne, is a childhood friend of Earl Dariune and one of his most trusted advisors.

JEDES	Asolade	Constable	1830	1.14	49
Andraken	Asolade	Mazerony	1560	1.12	22
Belgie	Asolade	Bailiff	1110	1.14	18
Bory	Asolade	Poulty	1290	1.12	19
Calsit	Asolade	Bailiff	1570	1.13	22
Chewintin	Asolade	Bailiff	2130	1.08	29
Feneven	Asolade	Vaen	2290	1.11	33
Mowich	Asolade	Bailiff	1480	1.13	20
Novelim	Asolade	Doulzarn	1720	1.12	24
Meminas	Asolade	Erwyne	1540	1.10	25
Yalen	Asolade	Orteyan	1170	1.14	16
Skaist	Asolade	Bailiff	2340	1.14	36
Tamorlan	Asolade	Bailiff	1620	1.12	23
Yeashim	Asolade	Ercamber	1610	1.16	22

KIBAN

Held by the Earl of Balim. Built in 300 as a keep, the castle was constructed between 605-653, and a town wall was started in 703. Troda Dariune is a good-humoured, intelligent man of early middle years. The Earl has a strong claim to the throne should he choose to press it. Traditionally, he and his clan have been among the strongest supporters of Clan Elendsa.

KIBAN	Miona	Dariune	2010	1.15	546
Athsic	Grimruld	Lartyne	1080	1.03	25
Andbale	Anvusen	Faragar	2120	1.10	35
Drelic	Anvusen	Bailiff	1490	1.11	22
Galdwas	Miona	Bailiff	1940	1.13	51
Helume	Chyle	Bailiff	1420	1.07	28
Hetheron	Allence	Karondal	2260	1.08	33
Bonvien	Allence	Hyascal	1990	1.07	28
Jutose	Allence	Bailiff	1300	1.10	20
Konefal	Allence	Asvaler	1770	1.09	26
Hodisir	Valganara	Bailiff	1950	1.05	34
Koun	Miona	Ruskart	2330	1.14	44
Biffiz	Miona	Harcodd	1310	1.12	24
Gynn	Marindas	Cracert	2220	1.12	38
Thadel	Miona	Wyant	2080	1.11	42
Labarn	Wosendel	Labarn	2340	1.16	40
Jafpot	Bredan	Queront	2210	1.19	40
Ilhar	Bredan	Bailiff	1480	1.17	26
Suvist	Wosendel	Yardartha	2140	1.19	37
Uvabek	Wosendel	Bailiff	1960	1.17	35
Liedel	Grimruld	Bailiff	1430	1.03	30
Nedian	Atressa	Katair	1500	1.03	33
Selkiles	Atressa	Bailiff	990	1.02	23
Nynte	Miona	Bailiff	2660	1.14	67
Prendhelt	Miona	Bailiff	2140	1.15	55
Tesena	Chyle	Bailiff	1510	1.08	31
Tondtra	Miona	Bailiff	1120	1.14	28

KOBING

Held by Baron Firith from the king. The keep was built in 428 by Aidrik IV. Orsin Firith is a relative of the King and has a claim to the throne. An energetic and ambitious man of middle years, the Baron is attempting to secure the hegemony of his southern frontier against the Pagaelin. He sees the establishment of a permanent fortress at Oselbridge as a major step. The baron is also Lord Marshal of Oselmarch.

KOBING	Firithel	Firith	1890	1.03	69
Bethine	Firithel	Bailiff	1950	1.03	39
Chelya	Firithel	Gephian	1500	1.03	28
Damina	Taniran	Bailiff	1470	1.09	23
Iason	Tishilan	Bailiff	1700	1.03	38
Intrel	Tishilan	Bailiff	1520	1.03	32
Inderen	Firithel	Mislas	1620	1.03	35
Kovindel	Daynora	Klunn	2620	1.10	53
Helvin	Daynora	Bailiff	1620	1.09	33
Minta	Tishilan	Bailiff	1690	1.03	38
Nerield	Firithel	Feldsaar	2140	1.02	45
Qualire	Valganara	Bailiff	2190	1.04	44
Ragulian	Valganara	Kailian	1930	1.04	38
Dovet	Valganara	Ryselith	1160	1.04	24
Varden	Firithel	Bailiff	2390	1.03	48

KOLORN

Held by the Baron Bastune from Earl Caldeth of Minarsas. The keep was originally built in 160 on the ruins of an earlier Jarin fortress and rebuilt in 530. The baron is a wenching degenerate. Fortunately his young son, 24 year old Lyndar Kiral, is a conscientious administrator.

KOLORN	Habimas	Bastune	1740	1.21	72
Anflax	Habimas	Draugyn	2720	1.17	45
Burrdan	Habimas	Bailiff	1450	1.21	37
Flamberge	Habimas	Bruone	1930	1.18	34
Forean	Habimas	Bailiff	1870	1.17	33
Gare-Dan	Habimas	Bailiff	1600	1.18	28
Honing	Habimas	Bailiff	1200	1.19	21
Lancard	Habimas	Bailiff	1380	1.19	24
Lunt	Habimas	Calasty	2220	1.21	37
Rusna	Habimas	Dyntewer	2670	1.17	47
Ledan	Taniran	Bailiff	1630	1.14	25
Tocade	Habimas	Ludarce	2620	1.17	46
Tynesata	Habimas	Brailour	1960	1.19	34
Yebira	Habimas	Scaundy	2000	1.19	33
Visern	Habimas	Requecht	2840	1.20	50
Paldron	Habimas	Plauryne	1520	1.19	27
Sabatan	Habimas	Bailiff	1410	1.18	25

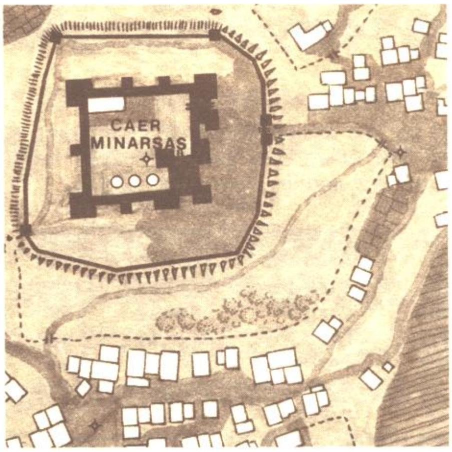
KYG

Held by a constable for Earl Dariune of Kiban. The site was a Jarin hill fort in the first century TR and later became a keep, although the date of this construction is now lost. The keep is currently under repair and the west wall is covered by scaffolding. Sir Danyes of Bernan, a knight in his early forties, was appointed Constable in 719. He is a corrupt and thieving administrator, although this is not yet known to the Earl.

KYG	Tishilan	Constable	1650	1.02	68
Ateace	Lynnfana	Bailiff	1480	1.01	34
Blethel	Atressa	Bailiff	1230	1.02	29
Cleme	Tishilan	Bailiff	1500	1.02	33
Fenale	Lynnfana	Bailiff	2510	1.02	58
Heris	Lynnfana	Erhen	2630	1.02	50
Ilsane	Tishilan	Bailiff	1020	1.02	22
Ingian	Tishilan	Walorne	2550	1.02	56
Kally	Lynnfana	Elbaros	1980	1.02	45
Kilew	Lynnfana	Tarth	1560	1.02	32
Newsia	Lynnfana	Bailiff	1730	1.02	41
Thimiril	Tishilan	Charen	2280	1.03	54

MINARSAS

Held by the Earl of Vemion. The original keep was built during the ancient Jarin kingdom of Arwn some seven hundred years ago. It was then rebuilt as a castle and royal seat by the Kingdom of Pagostra in 168. Repairs are presently being made to the west wall. Earl Caldeth is a clever and powerful figure in Kaldor.



MINARSAS	Atressa	Caldeth	1790	1.02	130
Athten	Lynnfana	Aswain	2440	1.00	58
Azorn	Atressa	Bailiff	2500	1.01	55
Byce	Siloryne	Bailiff	2090	1.06	42
Ceril	Tishilan	Bailiff	1470	1.02	34
Delcord	Lynnfana	Bailiff	1230	1.00	27
Delince	Lynnfana	Irin	2510	1.00	61
Delincer	Atressa	Charion	2180	1.02	49
Erthen	Lynnfana	Bailiff	2360	1.00	57
Kadail	Lynnfana	Bailiff	2160	1.01	48
Larwedin	Atressa	Sharanth	1820	1.01	42
Lezter	Atressa	Caran	3060	1.01	59
Nameril	Atressa	Vabenel	990	1.02	24
Narmas	Lynnfana	Ertus	1880	1.00	43
Neceron	Lynnfana	Bailiff	1800	1.00	42
Nerlane	Atressa	Auerdas	1580	1.02	35
Onris	Lynnfana	Bailiff	2480	1.00	55
Ontes	Atressa	Drelican	1800	1.03	40
Rolter	Atressa	Bailiff	1960	1.01	45
Sanric	Atressa	Bailiff	1880	1.02	43
Selison	Atressa	Bailiff	1710	1.02	38
Shryn	Cedamyne	Bailiff	1810	1.09	31
Ulbin	Cedamyne	Bailiff	1300	1.08	22
Uriece	Atressa	Bailiff	1250	1.01	27
Wynlis	Lynnfana	Bailiff	3500	1.00	70
Zutlin	Tuselion	Valador	3430	1.19	58
Bilo	Endrunel	Jarquent	1980	1.21	34
Elvandel	Endrunel	Vastair	1760	1.21	31
Ferlune	Endrunel	Estomar	3330	1.22	56

NENDA

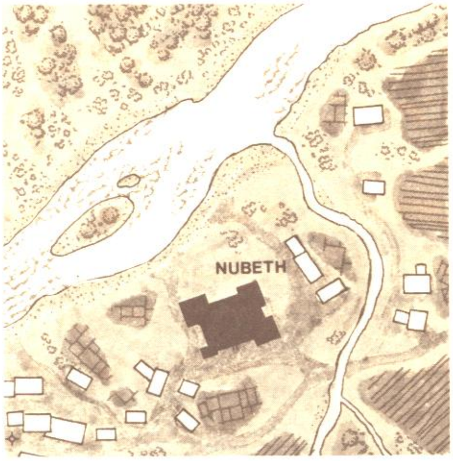
Held by the Baron Hirnen from the king. The keep, originally called Habta Tower, was built in 320 and rebuilt in 407 after the Kaldoric Civil War. Erelar Hirnen is a relative of the king and has a claim to the throne. An ill-tempered man of early middle years he is not popular either within or without his court.

NENDA	Grimruld	Hirnen	1710	1.04	70
Edim	Grimruld	Othila	1600	1.04	36
Elesere	Grimruld	Indasha	2280	1.04	51
Emyron	Grimruld	Losrath	1200	1.04	27
Serin	Grimruld	Bailiff	1730	1.04	37
Surel	Lynnfana	Bailiff	2270	1.02	50
Talence	Kythlim	Bailiff	1500	1.05	32
Tarich	Lynnfana	Enaged	2150	1.01	48
Terodir	Grimruld	Tamisin	1770	1.04	41
Zenris	Grimruld	Bailiff	690	1.05	15
Vayra	Kythlim	Bailiff	2090	1.05	48

NUBETH

Held by the Baron Elorieth from Earl Meleken of Qualdris. The keep was built in 420. Dwyn Elorieth is 62 years old and in declining health.

NUBETH	Tarial	Elorieth	1280	1.07	71
Chesel	Tishilan	Bailiff	1790	1.04	36
Doldas	Tarial	Lunenra	2260	1.07	41
Hynain	Tarial	Claune	1560	1.08	25
Eleme	Tarial	Rocynas	1960	1.08	32
Helstru	Tarial	Kobarn	1840	1.08	30
Jevel	Cedamyne	Dathval	1320	1.08	22
Manay	Tarial	Bailiff	1620	1.07	28
Navesin	Siloryne	Bailiff	2100	1.05	40
Olain	Tarial	Bailiff	2440	1.08	41
Ostelim	Tarial	Heberon	1540	1.07	25
Hubrin	Tarial	Provin	1200	1.07	19
Prale	Siloryne	Bailiff	1310	1.06	29
Quelen	Tarial	Bailiff	1520	1.07	25
Quintas	Tarial	Horab	1540	1.08	26
Rudwyn	Tarial	Bailiff	1410	1.08	23
Tanish	Tarial	Bailiff	2340	1.08	41
Elinade	Tarial	Bailiff	1250	1.08	21



OLOKAND

Held by the Sheriff of Meselyneshire for the king. Built in 128 as Sanric Tower and rebuilt as a castle between 379-384. Olokand is the ancestral seat of clan Elendsa, the present royal house. The king still has the title Earl of Olokand. The sheriff, Maldan Harabor, is the eldest bastard son of the king. He is a ruthless and ambitious man; his desire for the throne is undoubted.

OLOKAND	Ambarnis	Sheriff	1880	1.16	180
Airth	Arien	Ralgurty	1300	1.24	16
Alakenos	Myaman	Nacarn	2480	1.18	39
Jupanel	Myaman	Bailiff	1420	1.15	22
Palentas	Myaman	Tyart	1840	1.16	32
Brin	Ambarnis	Bailiff	1150	1.16	21
Dabell	Allence	Bailiff	1690	1.12	25
Chamenin	Allence	Pangary	1410	1.10	16
Rymire	Allence	Tralaver	2610	1.10	37
Goffin	Nelafayn	Quarne	1770	1.17	28
Greaven	Myaman	Barathy	1470	1.17	23
Hesby	Ambarnis	Odasart	1650	1.15	25
Cyre	Nelafayn	Ertaner	1450	1.15	20
Doerin	Ambarnis	Bailiff	1130	1.16	18
Janed	Tonallan	Linnot	1890	1.12	38
Furanth	Tonallan	B/H	1740	1.13	35
Nebden	Tonallan	Sigan	1820	1.13	36
Kessan	Nelafayn	Vardyn	2100	1.12	36
Albernet	Nelafayn	Bailiff	1630	1.04	21
Wilmerit	Nelafayn	Noraster	1790	1.09	25
Lerould	Revabyne	Delwin	1680	1.10	21
Elehex	Revabyne	Bailiff	980	1.11	12
Loban	Ambarnis	Dezaller	1620	1.05	23
Loxton	Nelafayn	Bailiff	2310	1.18	36
Medarsin	Nelafayn	Lasvarn	1620	1.18	25
Nevanfal	Myaman	Nevan	3030	1.17	51
Bethel	Myaman	Valdacy	1690	1.15	28
Domelder	Myaman	Bailiff	1400	1.14	22
Indrim	Myaman	Rocaradan	1260	1.17	20
Ovendel	Myaman	Dasarayne	1990	1.21	33
Sangara	Nelafayn	Bailiff	1610	1.17	27
Setanlin	Ambarnis	Bailiff	1640	1.11	24
Tentru	Myaman	Harabor	2550	1.15	41
Bazine	Meralace	Bailiff	2210	1.09	34
Satelton	Ambarnis	Gravelyn	1580	1.16	21
Maltet	Ambarnis	Bailiff	1210	1.15	20
Tenwulve	Revabyne	B/H	2470	1.12	42
Terendra	Nelafayn	Klaberry	1970	1.17	33
Wythian	Ambarnis	Tocaryn	2300	1.10	35

PENDETH

Held by a constable for Earl Curo of Gardiren. The keep was built in 504. The constable, Sir Garath of Ruseller, is a drunkard. His son, Taran, is the de facto constable. He is barely competent.

PENDETH	Grimruld	Constable	1430	1.04	74
Alesen	Atressa	Parsuel	2100	1.03	49
Ameist	Grimruld	Heberon	890	1.04	21
Estines	Atressa	Anthin	2360	1.03	51
Faeserol	Grimruld	Bailiff	1100	1.04	24
Gended	Grimruld	Nargiles	1500	1.04	34
Ionsal	Atressa	Curo	1730	1.03	42
Mirinas	Grimruld	Sideth	1550	1.04	36
Rilbon	Atressa	Itisdar	1290	1.03	29
Tinwaen	Grimruld	Aracaras	1610	1.04	36
Rylicon	Grimruld	Bailiff	1100	1.04	25
Torsia	Atressa	Hipabeth	2160	1.03	49
Tyzn	Atressa	Cheanast	2540	1.03	59

QUALDRIS

Held by the Earl of Osel (Earl Meleken). Built in 140 as a keep, the castle dates from 378 when Fierth the Usurper made it his primary seat. Qualdris is home to the notorious 'bloody tapestry', a representation of the wife of the third earl who was reputedly murdered by her son. On the anniversary of her death the tapestry has been seen to take on a faint reddish tinge. Sedris Meleken, a man of renowned honor, is currently away from the castle in search of a murderer. He left early in 719 and his estates are competently managed by his wife Thilisa.

QUALDRIS	Siloryne	Meleken	2720	1.06	191
Altdel	Siloryne	Bailiff	2150	1.06	51
Bertine	Siloryne	Sarathid	1820	1.05	39
Tefir	Siloryne	Tyndas	1310	1.05	26
Dirim	Valganara	Ladnith	1550	1.05	32
Hasiel	Taniran	Teyanas	1800	1.09	31
Helya	Siloryne	Yelim	2040	1.06	43
Oselas	Siloryne	Bailiff	1500	1.06	27
Khaen	Siloryne	Bailiff	1460	1.05	30
Inbernel	Habimas	Savellce	1960	1.18	35
Claydon	Habimas	Bailiff	1350	1.16	23
Selepan	Habimas	Lavalgen	920	1.16	14
Loque	Valganara	Bailiff	2340	1.05	49
Nisema	Anvusen	Ercaunryn	1410	1.12	35
Quadrin	Anvusen	Bailiff	840	1.12	20
Nothrine	Nelafayn	Bartyne	1740	1.13	23
Durrie	Nelafayn	Bailiff	1330	1.10	19
Hasebe	Nelafayn	Ercamber	1300	1.14	21
Ridian	Siloryne	Eldaran	2660	1.05	56
Celif	Siloryne	Chelya	1710	1.05	35
Chelout	Siloryne	Cotren	1440	1.05	30
Rythal	Siloryne	Bailiff	2160	1.05	44
Sediles	Siloryne	Bailiff	2595	1.05	50
Lurim	Siloryne	Rythal	1350	1.05	28
Serifon	Valganara	Bailiff	2000	1.05	39
Strout	Siloryne	Tomada	1650	1.05	32
Telton	Taniran	Aranagad	1830	1.09	30
Werdel	Tarial	Sardunat	1990	1.08	33
Yerici	Siloryne	Wythian	1890	1.05	38

QUERINA

Held by the Sheriff of Semethshire for the king, Querina was built in 640 by Haldan the Younger. The Sheriff, Conwan Elendsa, is the nephew of Miginath. Conwan has a claim to the throne and the power and ability to press it should he desire to do so. The king's former hunting estate, Etoss manor, is now held directly by Conwan.

QUERINA	Bredan	Sheriff	2010	1.18	91
Aleur	Wosendel	B/H	2520	1.20	48
Barwal	Wosendel	Belgine	1620	1.23	27
Piquce	Wosendel	Barlocan	3320	1.22	55
Endrunel	Endrunel	B/H	1620	1.22	32
Holdan	Endrunel	Walorn	1820	1.21	31
Rifeld	Endrunel	Bailiff	2210	1.22	35
Kaldel	Endrunel	Cynarayn	1360	1.22	23
Nustane	Endrunel	Bailiff	1960	1.22	32
Etoss	Cholas	Bailiff	3170	1.11	55
Baray	Cholas	Bailiff	2090	1.11	36
Orcale	Cholas	Bailiff	2310	1.12	39
Kathane	Endrunel	Bailiff	2080	1.21	34
Krettel	Endrunel	Delwarne	2960	1.21	52
Dalmelin	Bredan	Skally	1970	1.20	37
Darlyn	Bredan	Nustead	2140	1.21	38
Frandel	Endrunel	Zolaster	2200	1.18	37
Quyne	Bredan	Bailiff	1960	1.16	35
Uvarn	Endrunel	Teryne	1760	1.22	29
Nyan	Bredan	Bailiff	1720	1.18	26
Shaven	Bredan	Yarchean	2020	1.21	35
Sordel	Bredan	Bailiff	1960	1.18	33
Ulben	Tuselion	B/H	1970	1.20	40
Quisen	Tuselion	Artoller	2300	1.18	50
Signy	Tuselion	Haquinta	2950	1.16	46
Monham	Tuselion	Bailiff	1580	1.17	25
Volandel	Bredan	B/H	2140	1.19	47

SETREW

Held by the Baron Ethasiel from Earl Curo of Gardiren. The keep was built around 200 on the ruins of an early Jarin fortress. It partially collapsed in 327 due to faulty construction and was rebuilt in 410. Wevran Ethasiel is a man whose ambitions far exceed his meagre abilities. Wevran has been involved in numerous petty intrigues since becoming baron, and is not highly trusted. Any cleverly worded appeal to his vanity is likely to get a lengthy hearing. His foolishness may one day lead him into committing treason.

SETREW	Ambarnis	Ethasiel	1940	1.13	104
Ashena	Navintas	Bailiff	1270	1.08	23
Klondar	Navintas	Brikono	1200	1.09	21
Drilato	Navintas	Aphilla	1500	1.09	27
Chiesa	Ambarnis	Chies	1640	1.12	25
Cleriel	Myaman	Perhenny	1720	1.09	24
Dynes	Nelafayn	Hobarny	1870	1.13	34
Eichel	Ambarnis	Hargalen	2280	1.10	36
Eldbrin	Nelafayn	Bailiff	1660	1.11	25
Forwelm	Nelafayn	Wincarth	1440	1.10	22
Huxley	Ambarnis	Synarth	2820	1.06	43
Miradel	Myaman	Bailiff	1320	1.17	21
Myrenath	Nelafayn	Uldarayne	1770	1.06	25
Karkerin	Nelafayn	Yalgeth	1630	1.09	24
Newsham	Ambarnis	Bailiff	1130	1.12	17
Rodinbey	Myaman	Daront	1970	1.18	31
Umbatir	Myaman	Bailiff	1450	1.16	21
Rovinath	Myaman	Ostaurney	1450	1.19	23
Wynbetire	Allence	Dainmeler	1990	1.08	28
Sevindra	Allence	Bailiff	1770	1.06	25
Yerdaron	Allence	Bayart	1560	1.06	23
Yandil	Ambarnis	Bailiff	1290	1.10	17

SHEBRA

Held by the Sheriff of Balimshire for the king. The keep was built in 457. The Sheriff, Sir Eris Karondal of Hetheron, is in his late thirties. He is a dour and stolid man with little imagination, but a competent administrator.

SHEBRA	Miona	Sheriff	660	1.13	64
Anvusen	Anvusen	B/H	1960	1.12	37
Avenel	Miona	B/H	2210	1.15	56
Endhelt	Miona	Sandarty	1730	1.15	44
Gentro	Miona	Jaraxer	1280	1.15	32
Chymea	Miona	Bailiff	1050	1.12	20
Dantry	Chyle	Rathval	1960	1.09	34
Epelam	Chyle	Tanmaler	1040	1.09	21
Feldhese	Chyle	Gaundy	1380	1.09	25
Jeprel	Chyle	Bailiff	1170	1.09	23
Rydecy	Chyle	Vasardun	980	1.09	22
Lestale	Miona	Bailiff	2000	1.13	39
Matass	Marindas	Lorzand	2560	1.13	43
Alyndel	Marindas	Locandar	1750	1.13	30
Boyne	Marindas	Kilew	2320	1.14	42
Dunost	Marindas	Bailiff	1740	1.13	30
Etogg	Marindas	Nistery	2000	1.16	33
Haux	Marindas	Scaundy	1880	1.13	34
Trezena	Anvusen	Zena	2610	1.11	47
Tyan	Niremos	B/H	2270	1.10	55
Gayn	Cholas	Stardoth	2190	1.11	38
Bayl	Niremos	Bailiff	1440	1.10	23
Dynain	Cholas	Jarque	2450	1.13	42
Pareen	Niremos	Bailiff	2210	1.12	41
Halvain	Niremos	Bailiff	2260	1.10	40
Undrand	Chyle	B/H	1520	1.08	37
Dendry	Chyle	Murcasten	940	1.08	20
Raldel	Chyle	Gaurocyn	1020	1.08	20

SIRENDEL

Held by the Sheriff of Thelshire for the king. The keep was built from 355-430, with delays due to the unstable political situation in Kaldor. The Sheriff, Sir Ranal of Gybsen is a headstrong knight, 28 years old, presently unmarried. He is regarded as clever but uninspiring.

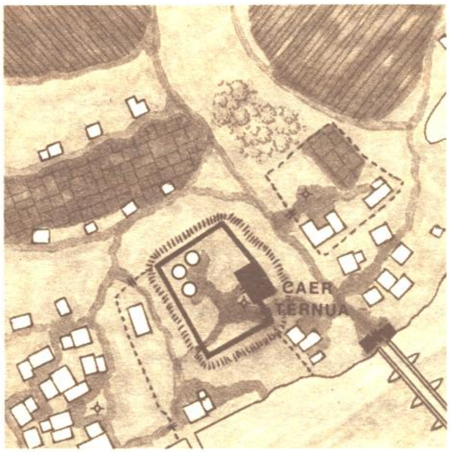
SIRENDEL	Cedamyne	Sheriff	1210	1.09	62
Aparis	Cedamyne	Bailiff	1620	1.09	27
Baelin	Taniran	Algena	1870	1.09	36
Kisl	Taniran	Stunan	1870	1.09	32
Bidowel	Cedamyne	Targalen	1600	1.08	27
Chantal	Taniran	Arvoult	2580	1.08	39
Hayare	Taniran	Bailiff	1250	1.08	18
Nebrim	Taniran	Malter	810	1.09	15
Cylison	Taniran	Bailiff	1220	1.09	20
Arel	Taniran	Bailiff	1100	1.10	20
Eliten	Taniran	Larquste	2640	1.09	45
Gorona	Taniran	Bailiff	1560	1.09	23
Satel	Taniran	Bailiff	2370	1.09	42
Varlin	Taniran	Bailiff	1420	1.11	24
Habimas	Habimas	B/H	2450	1.18	47
Hitralin	Taniran	Cambar	2040	1.09	36
Irians	Cedamyne	Drasyme	1150	1.09	19
Jenid	Taniran	Bailiff	1800	1.09	31
Yalin	Cedamyne	Bailiff	1300	1.09	22
Kithel	Cedamyne	Zuronet	1640	1.08	28
Mansard	Taniran	Targvaal	2830	1.10	49
Nebrem	Taniran	Bailiff	1500	1.10	25
Arwyn	Taniran	Bailiff	1350	1.09	23
Olotin	Taniran	Requant	1120	1.10	19
Ovendel	Taniran	Bailiff	1570	1.09	26
Peplen	Taniran	Hilmarty	2500	1.09	41
Rethelsyne	Rethelsyne	B/H	2580	1.16	51
Corfeld	Rethelsyne	Alamont	1500	1.17	32
Idorin	Habimas	Bailiff	1800	1.16	32
Rivstim	Taniran	Kolarney	2530	1.10	40
Shiron	Cedamyne	Bailiff	1590	1.09	26
Sylan	Taniran	Bailiff	1660	1.09	28
Tekonis	Cedamyne	Polity	1200	1.09	19
Therjin	Taniran	Laxter	1300	1.09	21
Tiryn	Cedamyne	Bailiff	1420	1.09	24
Ulvain	Cedamyne	Mararin	1320	1.08	22
Valedon	Cedamyne	Morhun	1230	1.09	20
Phengel	Taniran	Bailiff	1350	1.09	24
Wendern	Taniran	B/H	1200	1.10	19

TASHAL

The largest settlement of Kaldor and the second largest city on Harn with a population of 11,400. Tashal is held by the king and is not a freetown although an aldermanic council of twelve helps govern. The king spends at least six months each year in Tashal, but has appointed a constable, Sir Haldare of Venera, to administer in his absence. Haldare is a skillful and loyal servant of Miginath.

TERNUA

Held by the Baron Verdreth from the king. The keep was built in 165 by the Kingdom of Kephria, but has undergone several major renovations since then, the most recent being in 612. The keep guards a stone bridge crossing the Nephen river. The present baron, Tarmas Verdreth, is a corpulent man of early middle years, notorious for his crude and boorish manners. Nonetheless he is a capable noble and very few in the kingdom regard him as the fool he pretends to be.



TERNUA	Tuselion	Verdreth	2270	1.21	79
Abbel	Tuselion	Bailiff	2250	1.21	39
Bendaled	Habimas	Bailiff	1750	1.20	30
Duvonel	Tuselion	Labiera	1980	1.17	35
Nephel	Tuselion	Bailiff	2080	1.21	34
Galaston	Tuselion	Browetern	1750	1.20	28
Galven	Bredan	Pulgarty	2570	1.15	44
Fessio	Bredan	Bailiff	1630	1.18	28
Injal	Bredan	Bailiff	1620	1.15	27
Juz	Cholas	Rytakern	3200	1.15	54
Mossen	Habimas	Bailiff	2190	1.21	36
Rudwyn	Rethelsyne	Martaryne	1880	1.21	32
Xerl	Rethelsyne	Arwat	2250	1.21	38
Yal	Tuselion	Bailiff	2070	1.21	36
Yarlan	Rethelsyne	Darjuin	2640	1.18	48
Stome	Habimas	Bailiff	1840	1.18	32

TONOT

Held by the Baron Pierstel from Earl Dariune of Kiban. The keep was built in 200 to watch the eastern borders of Nurelia and to stem the raids of the Taelda. Uthris Pierstel is a renowned warrior who enjoys hunting and infrequent attacks on gargun bands. Some say that he enjoys these pleasures to the detriment of his estates.

TONOT	Navintas	Constable	410	1.10	63
Emyln	Dobraine	Halgens	2340	1.15	39
Kastrin	Dobraine	Bailiff	2080	1.17	35
Lethwir	Dobraine	Ealnye	1410	1.17	22
Xendume	Dobraine	Walrin	1670	1.17	26
Lylel	Navintas	Marthan	1490	1.10	26
Nosathel	Dobraine	Powdon	1200	1.14	20
Rylsla	Navintas	Croll	800	1.10	14
Skycruth	Revabyne	Bailiff	2350	1.14	36
Wharyn	Tonallan	Pudos	2000	1.13	39
Faugath	Tonallan	Haback	1290	1.14	26
Wybend	Revabyne	Towson	2080	1.09	25
Tuwen	Navintas	Bailiff	1660	1.11	23

ULDIEN

Held by the Baron Ubael from the Earl of Kiban. The keep is of recent origin, bing first built in 569. Karsin Ubael is related to the King by marriage, as well as being the brother in law of the Baron of Kobe. Although he is not one of Kaldor's wealthiest nobles, his son has a legitimate if distant claim to the throne. The baron also has familial loyalties to clans Elendsa and Firith.

ULDIEN	Chyle	Ubael	1270	1.09	57
Deldbar	Anvusen	Yaronne	1020	1.11	18
Kithald	Anvusen	Lartyne	1140	1.11	21
Stentil	Anvusen	Bailiff	1170	1.11	22
Quantlen	Anvusen	Bailiff	1490	1.10	25
Hiletas	Chyle	Carandaen	1690	1.08	36
Hyzevel	Fethael	Kobarney	2130	1.12	40
Elmeze	Fethael	Dolastar	1890	1.12	30
Metald	Fethael	Bailiff	1630	1.12	21
Trelid	Anvusen	Bailiff	1460	1.09	24
Tyve	Miona	Radavern	1330	1.15	34
Boultin	Miona	Bailiff	1280	1.16	34

YEGED

Held by the Baron Londel from Earl Curo of Gardiren. The keep was built in 140 by Nurelia to oppose Gardiren. Churus Londel is a somewhat foolish romantic. He welcomes musicians and artists to his court, and is fond of entertaining guests with his own compositions. Although he is a skilled musician, aficionados regarded his work as pedestrian and somewhat sophomoric. No one has been so tactless or indiscreet as to tell the Baron this directly. His wife, Urila, is the real administrator of the baron's estates. Her political acumen is remarkable.

YEGED	Revabyne	Londel	720	1.12	72
Argelan	Tonallan	Asdeff	2050	1.15	43
Bilmoren	Tonallan	Kwendern	2430	1.11	50
Hilice	Tonallan	Harvith	1590	1.11	32
Celabe	Revabyne	Bailiff	2150	1.10	48
Clynd	Revabyne	Bailiff	610	1.13	10
Erathald	Dobraine	Xarton	2780	1.16	53
Jaslyme	Revabyne	Bailiff	2670	1.08	38
Ouzenul	Revabyne	Capel	910	1.12	13
Quela	Tonallan	Marlbyne	1250	1.14	25
Tendgris	Revabyne	Bailiff	1700	1.11	24

ZOBEN

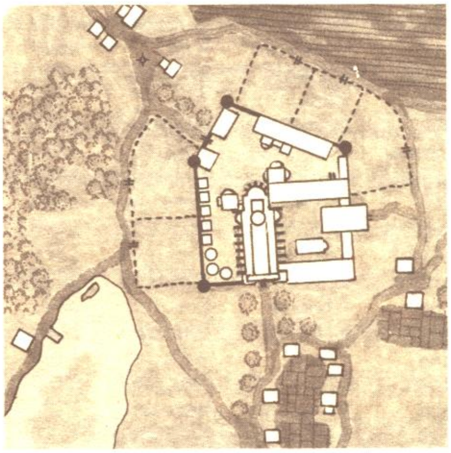
Held by a constable for Earl Caldeth of Minarsas. The keep was built in 70 by the early Jarin kingdom of Arwn and was extensively repaired in 620. The constable, Sir Coreth of Lothlar, is a newly appointed (717) and skillful administrator. Local legend has it that the shade of a murdered Jarin lord sometimes walks the great hall. It is popularly believed that the ghost is that of Owain the Martyr, a semi-legendary figure of the first century TR and the supposed ruler of the petty kingdom of Darlen during the time of Lothrim. Owain was apparently lured to Zoben by the lords of Arwn with the promise of an alliance against Lothrim. Instead, he was betrayed and murdered, his body buried within the walls of Zoben. When the keep was repaired one hundred years ago, a headless skeleton was found behind a wall in the great hall. This was given proper burial, but it is said that the ghost still walks at Zoben.

ZOBEN	Atressa	Constable	2100	1.02	59
Bevon	Mylelim	Haber	1760	1.03	40
Eltwyn	Tishilan	Tuiquen	1400	1.02	31
Ilym	Mylelim	Bailiff	1860	1.03	42
Iswend	Tishilan	Harand	1500	1.03	33
Kelic	Atressa	Bailiff	1560	1.02	33
Lesyle	Tishilan	Bailiff	1910	1.03	32
Rolnes	Tishilan	Rintaran	1580	1.02	35
Rusne	Tishilan	Bailiff	1670	1.02	39
Tancer	Atressa	Kruanth	1950	1.02	45
Syrist	Tishilan	Bailiff	1250	1.02	28

CHURCH OF LARANI

CALEME

Held by the Serekela of Kaldor (Archbishop) for the Church of Larani from the king. Caleme boasts an impressive temple which was founded in 240 and is effectively the religious centre of the kingdom. Edine Kynn has been the Serekela since the murder of his corrupt predecessor, Kalabin Elendsa in 708. Edine is an energetic man, heavily involved in affairs of state. His loyalties are closer to the Earl of Balim (Kiban) than to the king. In addition to his religious duties, the Serekela is responsible for the extensive church estates throughout Kaldor, assisted by four regional Rekelas (bishops) at Abriel, Brynd, Cholas, and Ledyne, each of whom also manages extensive church lands. All are members of the clerical order, Spear of Shattered Sorrow. Additional lands are also held by the sponsored fighting order, the powerful Lady of Paladins. Most of these estates are held by a Reblena (Knight Commander), the most senior of which holds Whyce chapter house. His name is Houla of Artona, and he is a competent and effective regional commander of the order.



CALEME	Endrunel	Serekela	3890	1.23	65
Ascur	Fyaslor	Serolan	3240	1.08	62
Brythe	Tuselion	Bailiff	2830	1.22	50
Estuve	Bredan	Obart	2180	1.19	36
Halaina	Valdrun	Serolan	2800	1.01	64
Gebril	Lynnfana	Bailiff	1990	1.01	48
Kelen	Lynnfana	Reblena	1940	1.02	44
Laryn	Lynnfana	Bailiff	1050	1.01	22
Lemos	Niremos	Haithwar	2330	1.10	38
Roganter	Niremos	Forwarty	2480	1.10	53
Avocar	Niremos	Bailiff	1220	1.09	13
Swune	Endrunel	Reblena	2110	1.25	38
Charyn	Endrunel	Bailiff	1160	1.24	17
Wendel	Endrunel	Reblena	1970	1.24	33
Varayne	Endrunel	Bailiff	2010	1.21	32
Whyce	Endrunel	Reblena	3750	1.20	49

ABRIEL

Abriel Abbey dates from 170 and is the seat of the Rekela of Nurez. Ilor of Hadan has been bishop since 714. He is a capable but pious man who cares little for temporal affairs. Ilor spent ten years at the pontifical seat at Tengela in Trierzon, serving in the Ethelanca, the Laranian Holy Office.

ABRIEL	Nelafayn	Rekela	4430	1.19	79
Bahrey	Ambarnis	Ardazar	2110	1.08	33
Essnah	Myaman	Serolan	1800	1.18	26
Colovos	Myaman	Reblena	1710	1.17	26
Hivon	Allence	Moldarth	1150	1.11	18
Iversen	Nelafayn	Reblena	1460	1.15	22
Mirindel	Allence	Serolan	3810	1.12	58
Halperin	Allence	Reblena	1230	1.13	19
Tefbry	Navintas	Serolan	3620	1.08	63
Lidne	Revabyne	Bailiff	1810	1.11	29
Strylin	Revabyne	Debtun	2240	1.09	32
Yaltako	Navintas	Reblena	3180	1.06	55

BRYND

Seat of the Rekela of Serelind, Verda Emerel, the bishop since 696. He is an elderly man in failing health, and Sheryd Quathis, the Serolan of Brynd, is the effective bishop and likely successor.

BRYND	Chyle	Rekela	2170	1.07	49
Astelure	Chyle	Serolan	1810	1.08	32
Glasen	Chyle	Reblena	1670	1.06	42
Catribe	Anvusen	Flandagar	2460	1.12	45
Erwurd	Kiresta	Serolan	2250	1.15	45
Aldryn	Kiresta	Reblena	2860	1.14	57
Chalce	Kiresta	Reblena	1370	1.13	27
Tasuo	Tonallan	Kisl	2040	1.13	41
Ithnone	Kiresta	Bailiff	760	1.14	15
Tarabor	Tonallan	Bailiff	900	1.15	18
Irtivir	Grimruld	Serolan	2010	1.04	45
Marnoma	Grimruld	Bailiff	1310	1.04	30
Myshtas	Grimruld	Reblena	1610	1.04	36
Lethyl	Fethael	Serolan	1730	1.12	31
Denwald	Grimruld	Tardally	1170	1.10	20
Jenkald	Fethael	Reblena	1320	1.08	22
Hakstyn	Fethael	Reblena	1340	1.09	23
Lyntord	Atressa	Serolan	2840	1.02	65
Bedrym	Atressa	Bailiff	1530	1.02	36
Tassley	Chyle	Ardaleren	1440	1.08	30
Tendber	Chyle	Reblena	1230	1.07	26
Tirsend	Tonallan	Serolan	1770	1.11	35
Anjema	Tonallan	Sebgan	1710	1.10	34
Kibyn	Tonallan	Reblena	2190	1.14	44
Lismor	Tonallan	Narbard	2450	1.12	49
Moro	Tonallan	Freldem	1830	1.11	37
Ureve	Dobraine	Serolan	3510	1.15	63

CHOLAS

Seat of the Rekela of Kephrus, Tyrnal Dariune, a second cousin of the Earl of Balim (Kiban), and a close confidant and supporter of this relative. Tyrnal derives additional power from his temporal rank of Bailiff of the Hundred, Cholas being the hundred moot.

CHOLAS	Cholas	Rekela	3740	1.13	62
Balin	Niremos	Drascar	1890	1.11	33
Erdace	Wosendel	Serolan	2760	1.15	48
Vadan	Wosendel	Reblena	2960	1.13	49
Gexel	Bredan	Krencathy	4180	1.14	70
Landyn	Cholas	Bailiff	2280	1.12	39
Tyradel	Marindas	Bailiff	2200	1.16	32
Tannel	Marindas	Serolan	2690	1.15	46
Astham	Marindas	Bailiff	1390	1.14	21
Thydfel	Miona	Serolan	1690	1.14	42
Ustar	Miona	Reblena	1940	1.16	48
Zuen	Marindas	Serolan	3410	1.16	55
Ffan	Rethelsyne	Reblena	2090	1.14	33
Hifa	Marindas	Bailiff	1700	1.14	29
Towey	Rethelsyne	Reblena	2820	1.16	49

LEDYNE

Seat of the Rekela of Pagostra. The bishopric was founded circa 160 at Lyntord. However, when the Church of Larani reorganized its lands in 405, Lyntord was given to the Rekela of Serelind and Ledyne became the Rekela of Pagostra's seat. The abbey is periodically visited by 'Avila's Shade', the figure of a blood-stained female warrior. This figure has usually appeared before the death of an inhabitant of the abbey or before calamitous events. She has been reported twice in the last year. Cerdan Bantire became bishop late in 719. A relatively young 38, Cerdan is renowned as a scholar and historian. Prior to his appointment he held the office of Serolan (Abbot) of Caleme.

LEDYNE	Taniran	Rekela	3190	1.14	51
Clima	Taniran	Bailiff	1420	1.12	20
Erderem	Cedamyne	Serolan	2620	1.08	45
Dirthil	Cedamyne	Bailiff	2020	1.09	33
Fancet	Valganara	Serolan	2580	1.04	53
Nebulan	Valganara	Reblena	1910	1.04	39
Yonne	Valganara	Reblena	1640	1.04	32
Firates	Taniran	Bailiff	1170	1.09	20
Kandare	Taniran	Bailiff	2100	1.10	33
Tarial	Tarial	Serolan	2970	1.07	50
Forena	Tarial	Reblena	1650	1.07	26
Staxer	Tarial	Bailiff	1600	1.07	27
Valyne	Daynora	Serolan	2310	1.07	43
Heveral	Daynora	Reblena	1950	1.07	41
Wahlene	Daynora	Bailiff	2500	1.08	50
Wylain	Habimas	Reblena	2790	1.15	52
Cussard	Habimas	Bailiff	1740	1.14	29
Drezel	Taniran	Bailiff	1170	1.13	17
Wythia	Firithel	Serolan	1780	1.03	36
Tebelon	Firithel	Bailiff	2410	1.03	45
Tykan	Firithel	Bailiff	1540	1.02	33

CHURCH OF PEONI

Peonians have little interest in holding land and are much amused by the territorial habits of their Larani brothers. Pelnala is the name used in the Peonian church to mean High Priest/Priestess, or in this case Abbot or Abbess. The full extent of the Peonian church estates are:

BROMELEON	Asolade	Pelnala	1660	1.10	23
Poynter	Asolade	Bailiff	1320	1.09	18
ERONE	Tuselion	Pelnala	2960	1.19	79

Bromeleon monastery was built in 420. Its garden is reputed to be prettiest in Kaldor. Rablar Oppias, forty eight, has been the Pelnala since 706. He takes little interest in temporal affairs, his retreat being mostly concerned with the spiritual training of Peonian priests, and ministering to the destitute.

Erone Nunnery was built in 335. Velira Siwen has been the Pelnala since 715. At fifty one years of age, she is a highly spiritual woman who has little interest in political events. As is the case with most Peonian institutions, Erone maintains a hospital on the premises.

LOCATION: Meselynshire, Kingdom of Kaldor
STATUS: Royal Castle
GOVERNMENT: Sheriff of Meselyne
POPULATION: 800 (approximately)

Olokand is the traditional family hold of Clan Elendsa, the royal clan of Kaldor; it is one of the two principal seats (the other being Tashal) of the king. Located on the west bank of the River Kald in northwest Kaldor, the castle guards the Elendsa Bridge and controls the Fur Road, the kingdom's principal trade route with the north. Olokand is one of Kaldor's largest settlements, lacking only a wall to make it a proper town.

HISTORY

The district was first occupied around 1000 BT by the Jarin. These settlers managed to avoid most of the violence and turmoil that spread throughout Harn in the wake of the Atani Wars. They retained their agricultural skills and were able to assimilate the Lythian invaders with a minimum of bloodshed. Minor kingdoms rose and fell, their names long forgotten, but for the most part the Middle Kald was prosperous and peaceful for almost a thousand years.

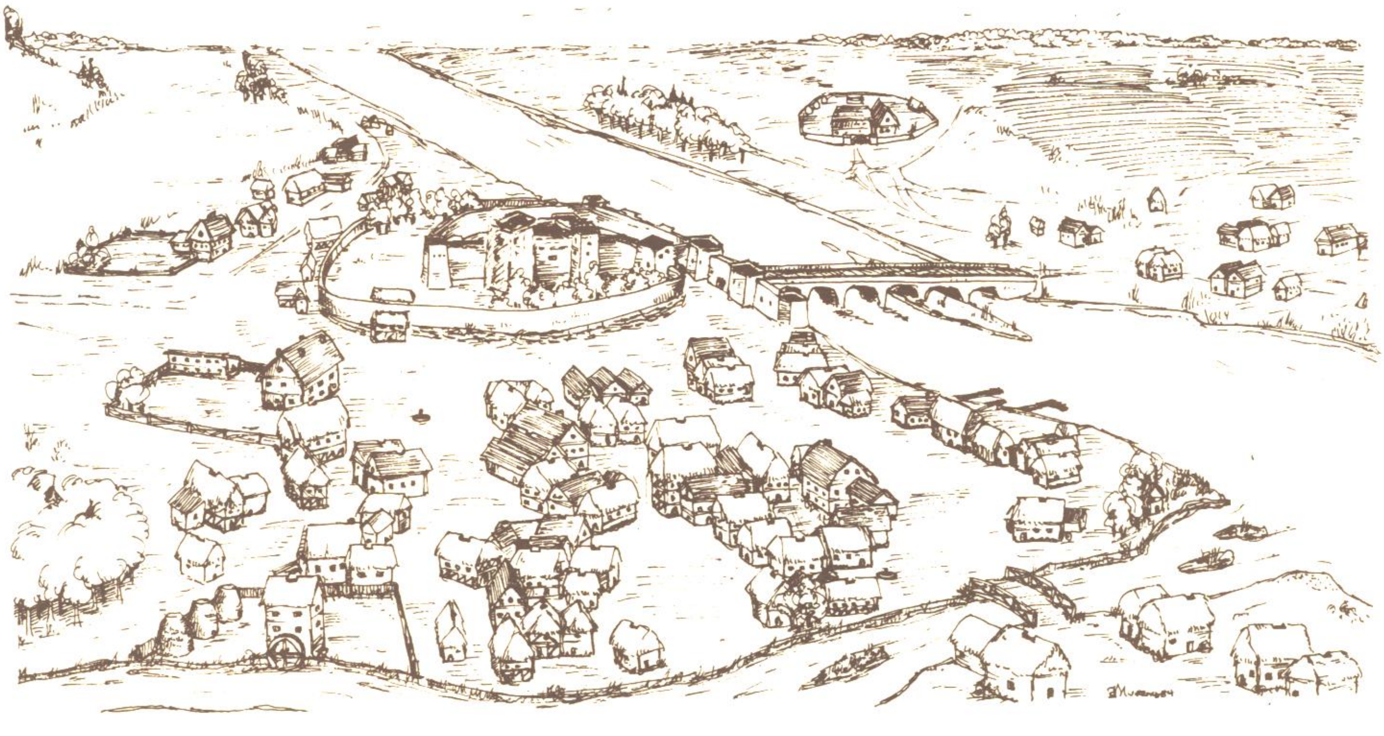
Around 20 TR, Olokand was the center of a small kingdom, ruled by a warrior king, Locar the Strong. The site at this time consisted of a large village and an earthen hill-fort. Locar's domain, known as the Kingdom of Olokand, did not long survive his death. The region was subjugated by Lothrim around 113 TR, its ruling clan exterminated, and surviving locals forced to pay tribute to the foulspawner. With Lothrim's death in 120 TR, his "empire" promptly dissolved and Olokand regained its independence.

After a few years of turmoil, a new kingdom and dynasty emerged in 125 TR, founded by Sanric I. He established Olokand as the principal seat of his nascent Kingdom of Nurelia. Sanric built a small keep on the site of the old hill-fort, part of which still exists today as Sanric Tower. He left a small and prosperous kingdom to his son, Sanric II in 140. Nurelia's third king, Brant, assumed the throne in 172. During his reign the Migration Wars erupted and swarms of Taelda ravaged the northern half of the realm. Olokand survived only because its defences were hastily expanded.

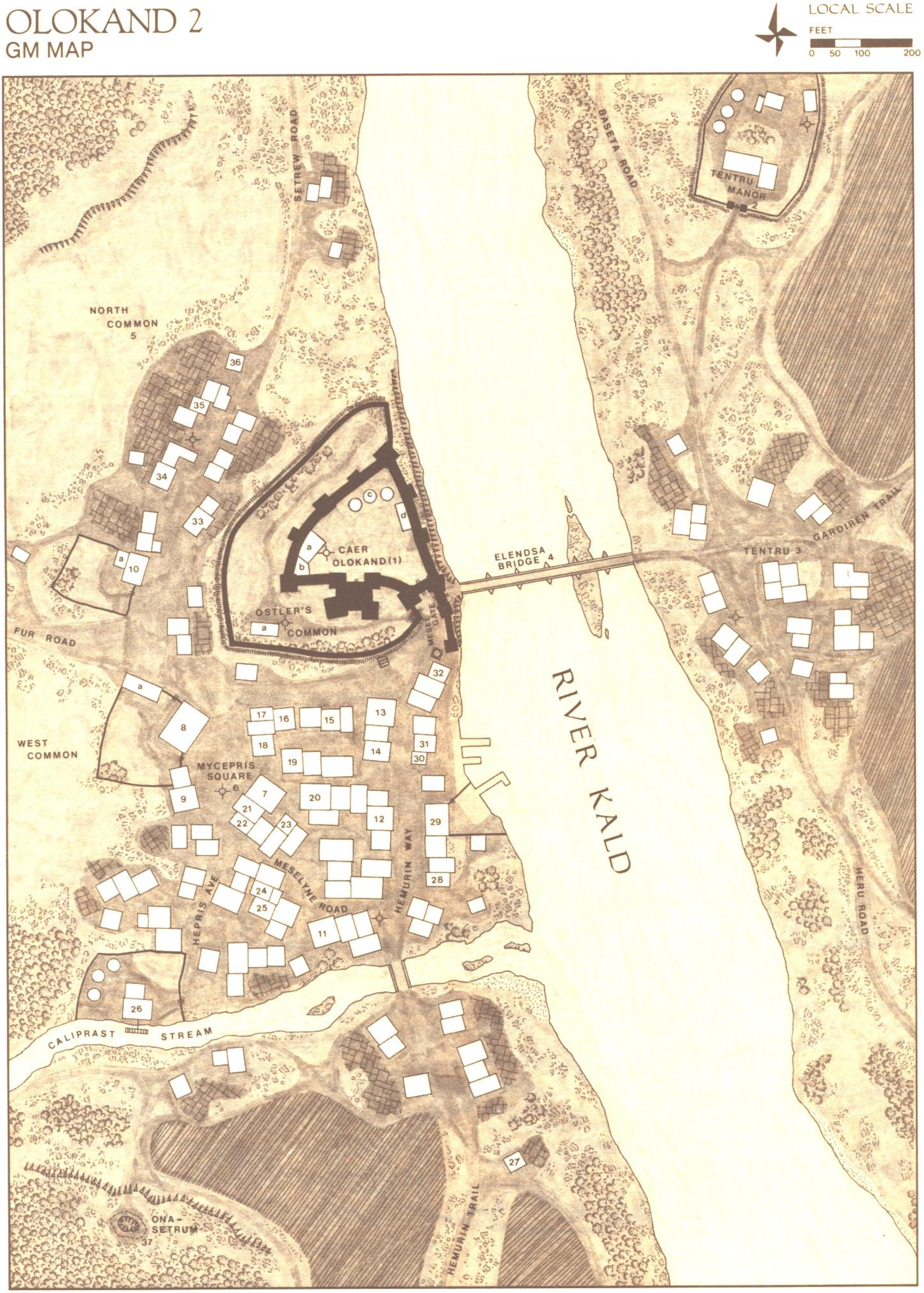
Lotin the Grey (207-235) was Nurelia's last king. He died in battle fighting the Taelda, leaving a fourteen year old son to succeed. A majority of Nurelian barons (thinking no doubt of the security of their lands) were unwilling to risk the kingship of the young prince Brant at this troubled time. They revolted and gave the Nurelian crown to Kalabin of Tane, King of Kaldor. This kingdom had actually managed to expand and prosper during the Migration Wars, and Kalabin could offer security in exchange for the remaining Nurelian lands. Prince Brant was confined in Olokand Keep but vanished in 237, rumoured to have been murdered by an agent of Kalabin. This prompted a revolt by a few barons who had not welcomed the new order. They took up arms against Kalabin and marched on Olokand, which was besieged. Kalabin personally led a relief force and defeated the rebels at the Battle of Olokand in 238.

Olokand prospered within the Kingdom of Kaldor. As the principal seat of the Barony of Olokand, the keep was further expanded. During the Kaldoric Civil War, Baron Klunas of Olokand supported Aidrik II. He died on the block after the House of Tane was defeated at the Battle of Kiban in 377, his fief confiscated by the crown. The new king, Fierth, adopted Olokand as one of his principal seats, and between 379-384 the castle walls were built. After the restoration of the House of Tane (renamed Artane) to the throne of Kaldor in 406, Aidrik III granted Olokand to Herlan of Elendsa as an earldom, for good and faithful service in recovering the crown. Large estates were attached to the castle and nine generations of Herlan's heirs garnered great wealth and power. When the Baronial Revolt broke out in 599, Earl Haldan of Olokand emerged as the most powerful noble in Kaldor and seized the vacant crown in 603.

Introduction contined on page 8.



OLOKAND 2
GM MAP


LOCAL SCALE
FEET
0 50 100 200
SETREW ROAD
BASETA ROAD
TENTRU MANOR 2
NORTH COMMON 5
36
35
34
33
a
10
CAER OLOKAND(1)
a
b
c
d
ELENDSA BRIDGE 4
GARDIREN TRAIL
TENTRU 3
OSTLER'S COMMON
a
MESEL GATE
FUR ROAD
a
8
WEST COMMON
32
17
16
15
13
18
14
31
30
19
MYCEPRIS SQUARE 6
9
7
20
21
22
23
12
29
RIVER KALD
HEMURIN WAY
MESELYNE ROAD
HEPRIS AVE
24
25
11
28
HERU ROAD
26
CALIPRAST STREAM
27
HEMURIN TRAIL
ONA-SETRUM
37

RON GIBSON GARRY STEINHILBER

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1. CAER OLOKAND
The traditional hold of Clan Elendsa which acquired the crown of Kaldor in 603. The castle contains apartments for the sheriff and his underlings as well as royal appartments. Monarchs of clan Elendsa generally spend about a third of their time in Olokand. The castle is also used to hold important prisoners whose internment at other locations might cause dissent. The castle walls average 25' in height; the castle keep is described in detail on the following pages. [a] House of Marakel, bonded ostler, who has his stables in the ostler's common [b] House of Durwyn, bonded weaponcrafter. [c] Granaries. [d] House of Klandar, bonded mason.

2. TENTRU MANOR
The seat of Maldan of Harabor, Sheriff of Meselyne. Maldan spends most of his time in Olokand, leaving the care of his personal estates to his wife Uldirel.

3. VILLAGE OF TENTRU
Part of Tentru Manor.

4. ELENDSA BRIDGE
Standard tolls are charged to cross this well-maintained wooden bridge. The Mesel Gate is manned by at least two guards and is generally closed between dusk and dawn.

5. NORTH COMMON
This large common extends off the map westwards and is used as a campground each spring for northern caravans. The common is also the venue of Kaldor's greatest tourney, the "Royal Chelebin Tournament of Chivalry", begun by Chelebin III in 662 and held each year in the second tenday of Larane.

6. MYCEPRIS SQUARE
The Olokand market is open daily from noon to dusk, except on holidays.

7. BONDING HOUSE
Used for the storage of goods.

8. THE STANDING BEAR (Haselun of Elathel)
Size: 10 Quality: **** Prices: high
Haselun caters to travellers, merchants, and wealthy locals. [a] Freemaster ostler Naradin of Othendel.

9. HALL OF THE MANGAI
The Mangai council meets monthly but has little influence in Olokand. The hall is mainly used as a meeting place for local guildsmen.

10. THE KALD AND CASTLE (Sendalyn of Dirath)
Size: 6 Quality: *** Prices: average
Sendalyn serves exellent meals and good accomodations. [a] Freemaster ostler, Hendal of Lehsa.

11. THE AMBER INN (Tenaar of Shetag)
Size: 5 Quality: ** Prices: low
Tenaar is of northern extraction and runs the local Lia-Kavair from a room in the basement. His tavern is popular with local riff-raff and Orbaalese traders.

12. TIMBERWRIGHTS' GUILD
A warehouse and hostel.

13. TENTMAKER (Shawe of Lemra)
Size: 7 Quality: **** Prices: average

14. USURER/MERCHANTYLER (Doldas of Nyosn)
Size: 5 Quality: *** Prices: high

15. WEAPONCRAFTER (Nibinel of Falen)
Size: 2 Quality: *** Prices: average

16. MASON (Harayn of Ashata)
Size: 6 Quality: *** Prices: average

17. CLOTHIER (Aledro of Tirinas)
Size: 6 Quality: ** Prices: low

18. MINERS' GUILDHALL
A warehouse and hostel.

19. TEMPLE OF PEONI
The Order of the Balm of Joy. The temple houses an infirmary.

20. MERCANTYLERS' HALL
The Olokand commodities exchange. Upstairs is a guild members' hostel.

21. WOODCRAFTER (Elemon of Vafeg)
Size: 6 Quality: *** Prices: high
Elemon and his son rely on repairing and selling wagons to caravan merchants.

22. METALSMITH (Chepin of Putesyne)
Size: 3 Quality: ** Prices: average

23. LEXIGRAPHER (Releyne of Lerik)
Size: 2 Quality: **** Prices: high

24. BROTHEL (Akatern of Lemdos)
Size: 8 Quality: *** Prices: average
Like most other local businesses, prices double when the northern caravan comes to town.

25. USURER/MERCANTYLER (Dabin of Crasele)
Size: 4 Quality: ** Prices: low
Specialty: financing of trading caravans.

26. MILLER/MILLWRIGHT (Orhan of Ruyth)
Size: 6 Quality: *** Prices: average

27. APOTHECARY (Vulen of Chasel)
Size: 1 Quality: *** Prices: average

28. CHANDLER (Evin of Quenal)
Size: 3 Quality: *** Prices: average
Sells a variety of goods from other guilds marked up 30-60%.

29. SHIPWRIGHT (Dycast of Thyin)
Size: 4 Quality: **** Prices: high
Specialty: river barges and small craft.

30. EMBALMER (Othena of Terain)
Size: 3 Quality: *** Prices: low

31. LITIGANT (Honelon of Udibis)
Size: 4 Quality: **** Prices: high
Specialty: trade agreements and contracts.

32. LOCKSMITH (Josith of Semanay)
Size: 2 Quality: ** Prices: average

33. USURER/MERCANTYLER (Tinel of Portin)
Size: 6 Quality: *** Prices: high

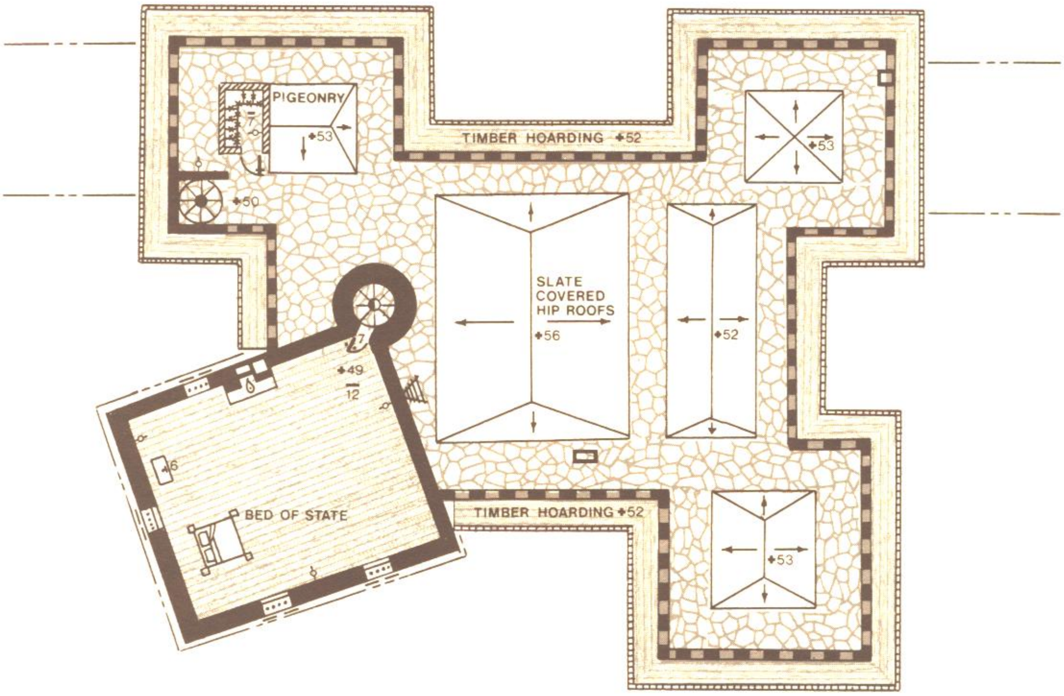
34. SALTER (Indalon of Ashance)
Size: 4 Quality: *** Prices: high

35. PHYSICIAN (Eredos of Sorquil)
Size: 2 Quality: * Prices: low
Specialty: cutrate (and cut throat) medicine.

36. HIDEWORKER (Sirhet of Thatain)
Size: 4 Quality: *** Prices: average
Specialty: rare hides and pelts from Orbaal.

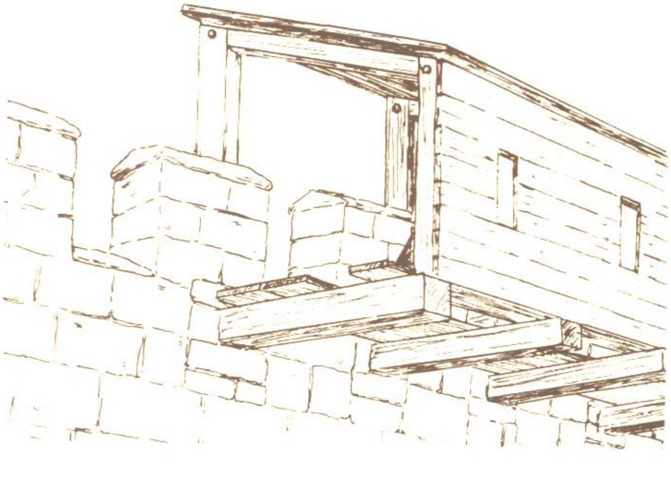
37. ONA-SETRUM
Also known as Muraths' Pit, Ona-Setrum is a limestone sinkhole with side caverns, once used to execute criminals, who were bound and cast 120' to the bottom of the steep-walled pit. The pit and caverns are believed to be the haunt of Murath, a demon-servant of Ilvir noted for his culinary preference of rotting flesh. When the wind blows, a howling or moaning sound issues from the pit.

Fifth Floor (Roof)



Fifth Floor (Roof)

Sanric Tower extends eleven feet above the roof level. It contains the king's bed of state, sealed and mostly unfurnished when the king is absent. There is a pigeon house on the roof of the northwest tower, which is always kept well stocked. Olokand's machicolations (see below) were something of an afterthought. They are timber additions to the outside of the battlements. It has been so long since the castle was besieged, its defences have been neglected. There are no longer stores of rocks or oil and the strength of the hoarding is suspect.



Fourth Floor

The fourth floor is mainly used as private quarters. The sheriff resides in Sanric Tower when the king is absent. When the king is present, the whole level is turned into royal appartments and the sheriff moves to the guest chambers on the third floor. The lady's chambers are not officially used since there is no queen. There is a secret passage linking the queen's inner chamber to his majesty's antechamber in Sanric Tower. Trusted officials of the travelling court occupy the suites in the northern towers.

Third Floor

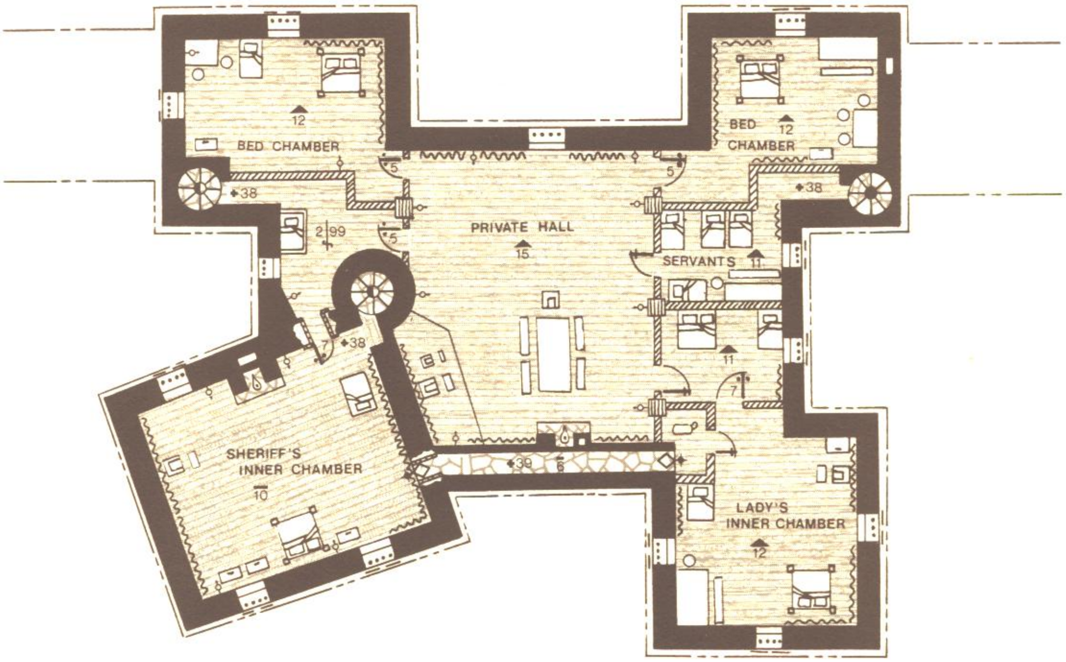
The gallery level is mainly given to sleeping quarters, any of which may be used to keep prisoners of status. When the king is present, the northeast tower is occupied by his chamberlain, the officer responsible for the administration of his household. This level of Sanric Tower was made into a chapel when the rest of the keep was added. The chapel is dedicated to Larani, although Peonians of the household may also worship here. The chaplain is a member of the permanent staff of the castle. There is a chandelier suspended from the ceiling providing illumination to the great hall below.

INTERIOR SCALE

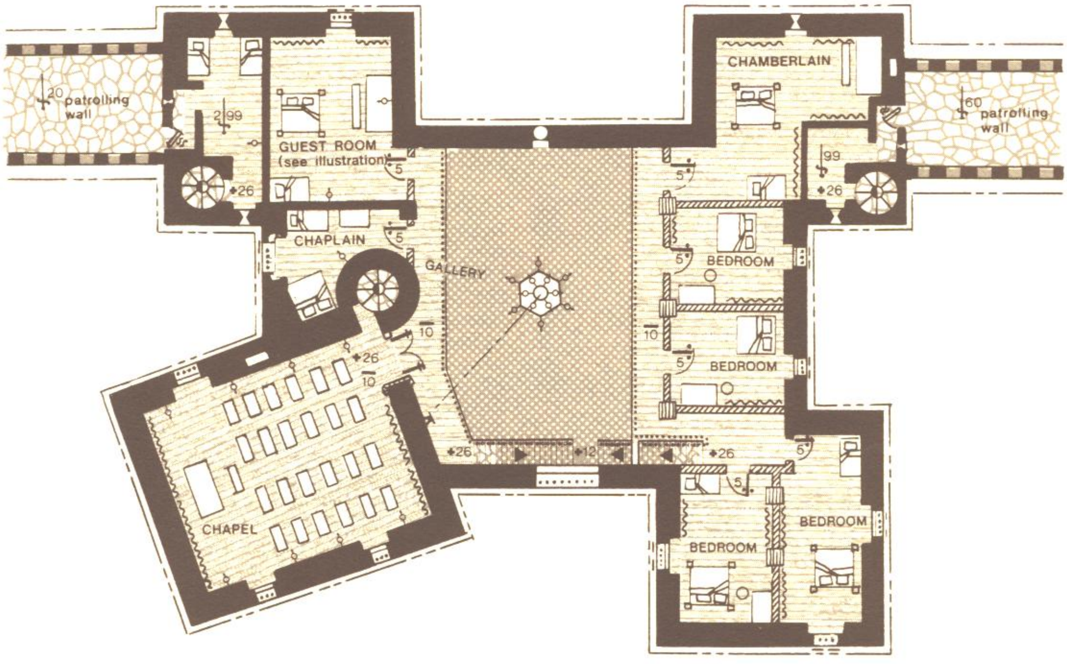
FEET (1 mm = 1 Foot)

0 10 20 30 40 50

Fourth Floor

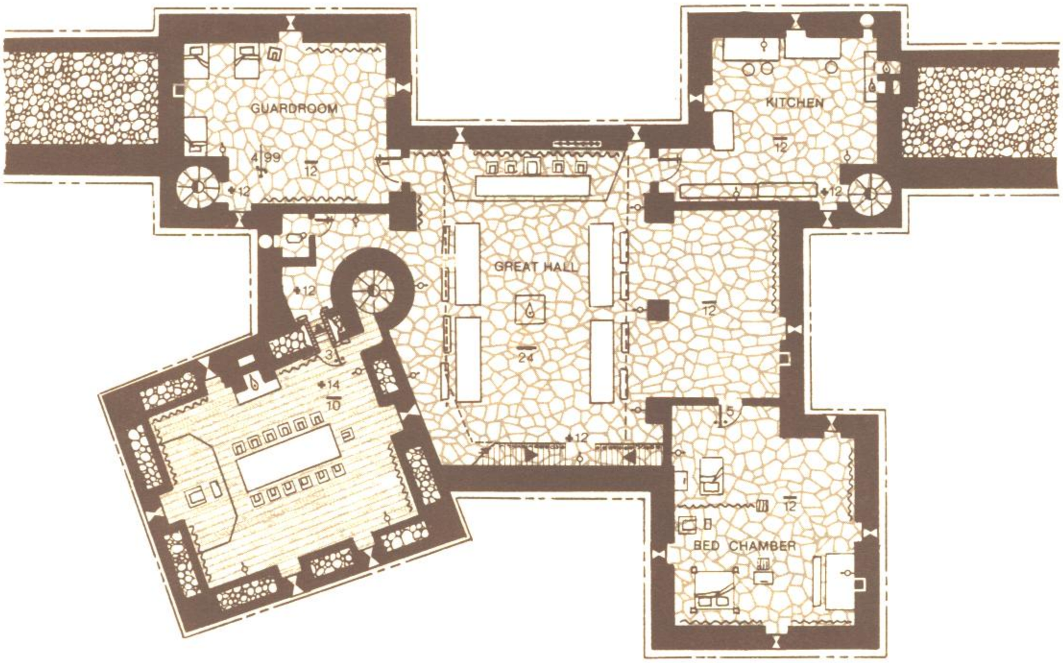

BED CHAMBER
12
+38
5
2/99
5
PRIVATE HALL
15
7
+38
SHERIFF'S
INNER CHAMBER
10
+39
6
BED
CHAMBER
12
5
+38
SERVANTS
11
11
7
LADY'S
INNER CHAMBER
12

Third Floor


20
patrolling
wall
2/99
+26
GUEST ROOM
(see illustration)
5
CHAPLAIN
5
GALLERY
10
+26
10
CHAPEL
+26
+12
CHAMBERLAIN
60
patrolling
wall
99
+26
5
5
BEDROOM
10
5
BEDROOM
+26
5
5
BEDROOM
BEDROOM

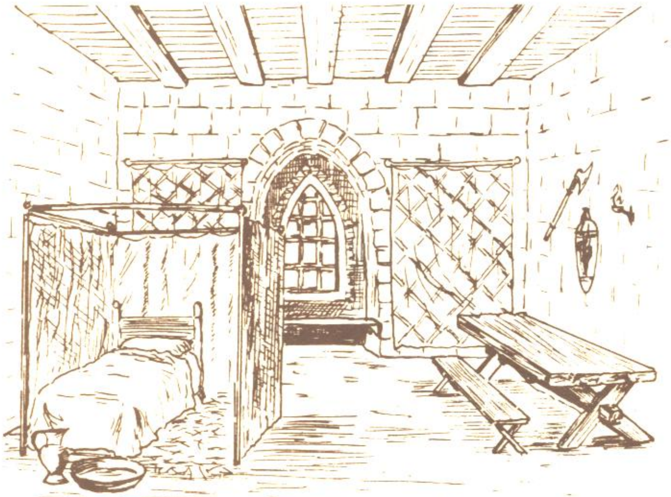
INTERIOR SCALE
FEET (1 mm = 1 Foot)
0 10 20 30 40 50

Second Floor



Second Floor

This level of Sanric Tower contains the royal council chamber. The principal feature is the great hall where the household dines. The great hall is also used to hold the royal (supreme) and shire courts; the trestle tables and most of the chairs and benches are removed to storage on such occasions. The southeast tower is used as guest chambers and occasionally for holding important prisoners. The great hall is overlooked by the gallery on the third floor, accessed by matching stairways in the south. The main source of illumination for the great hall is the chandelier and glazed, barred window in the south wall of the third floor.



Ground Floor

This is the base level for all spot heights. Only Sanric Tower, of greater age than the rest of the keep, is anomolous. Both stone and rubble-sandwich construction can be seen. The keep's main entrance is in the north wall. Access is by means of a stone stairway (the ground inside the castle walls, the bailey, varies from +3 to -8 feet) and wooden drawbridge. There is a sturdy portcullis; both it and the drawbridge are controlled by winches from behind the redoubt wall. The passageway running west from the officer's dormitory in the northwest tower, leads to the towers of the inner bailey.

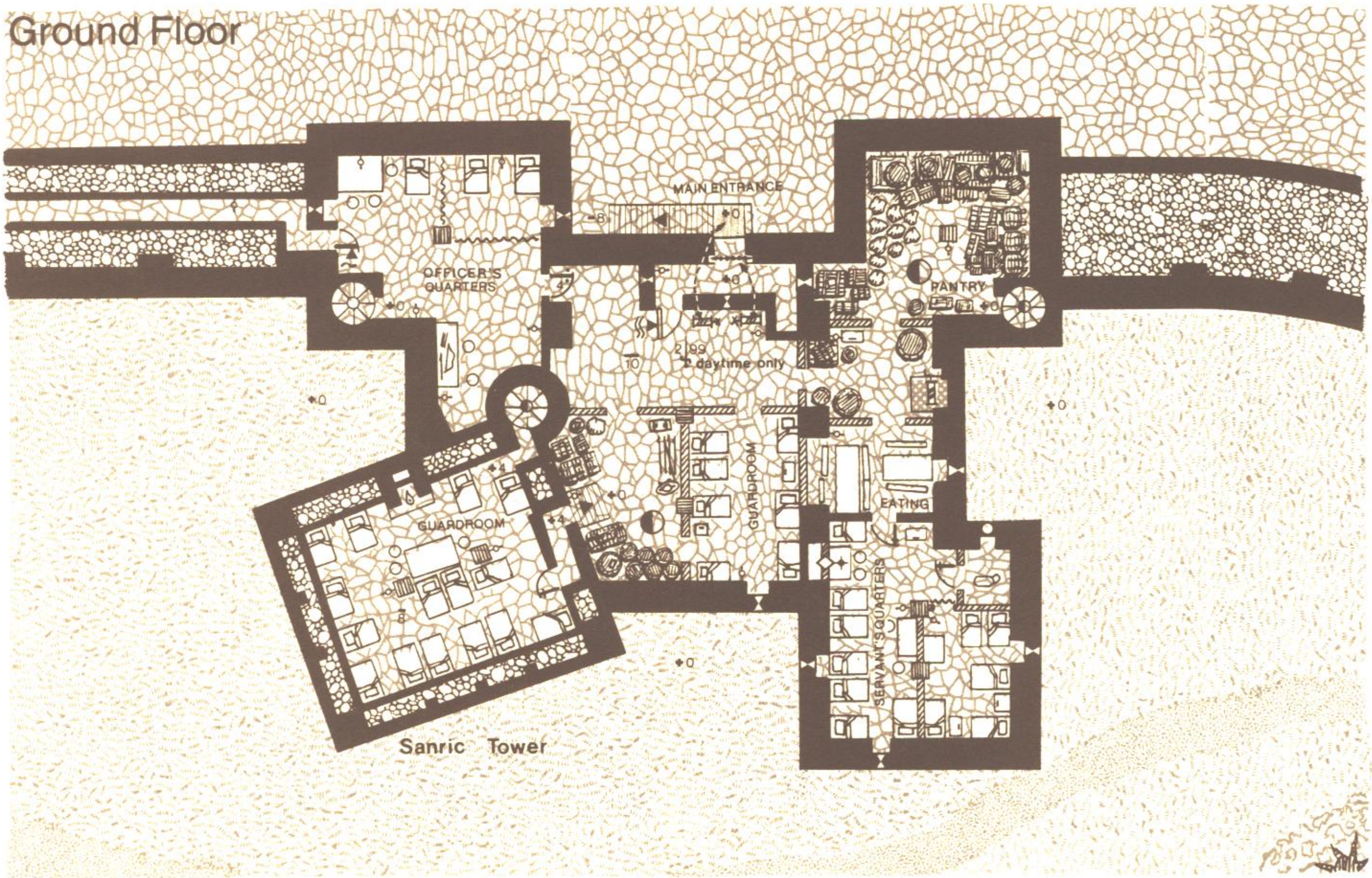
Cellar

The cellars are used primarily for storage. The cellar of Sanric Tower has a crypt containing thirty tombs, arranged in three horizontal rows of ten. Here are buried the four kings of Nurelia, ten earls of Olokand (407-603), and five earlas. There are also three empty tombs and eight containing unknown occupants. One of the lower tombs has a mechanically hidden panel leading to the royal escape route by way of a small chamber. The tunnel's egress is the basement of the Kald and Castle [10], through a secret door unknown even to the innkeeper. The cellar of the southeast tower has a chamber of interrogation, and cells for prisoners of middle to low status. The balance of the level is given to storage. This and the next story have stone or rubble-sandwich walls. The foundations of later additions were sunk lower than those of Sanric Tower, creating differences in the floor level.

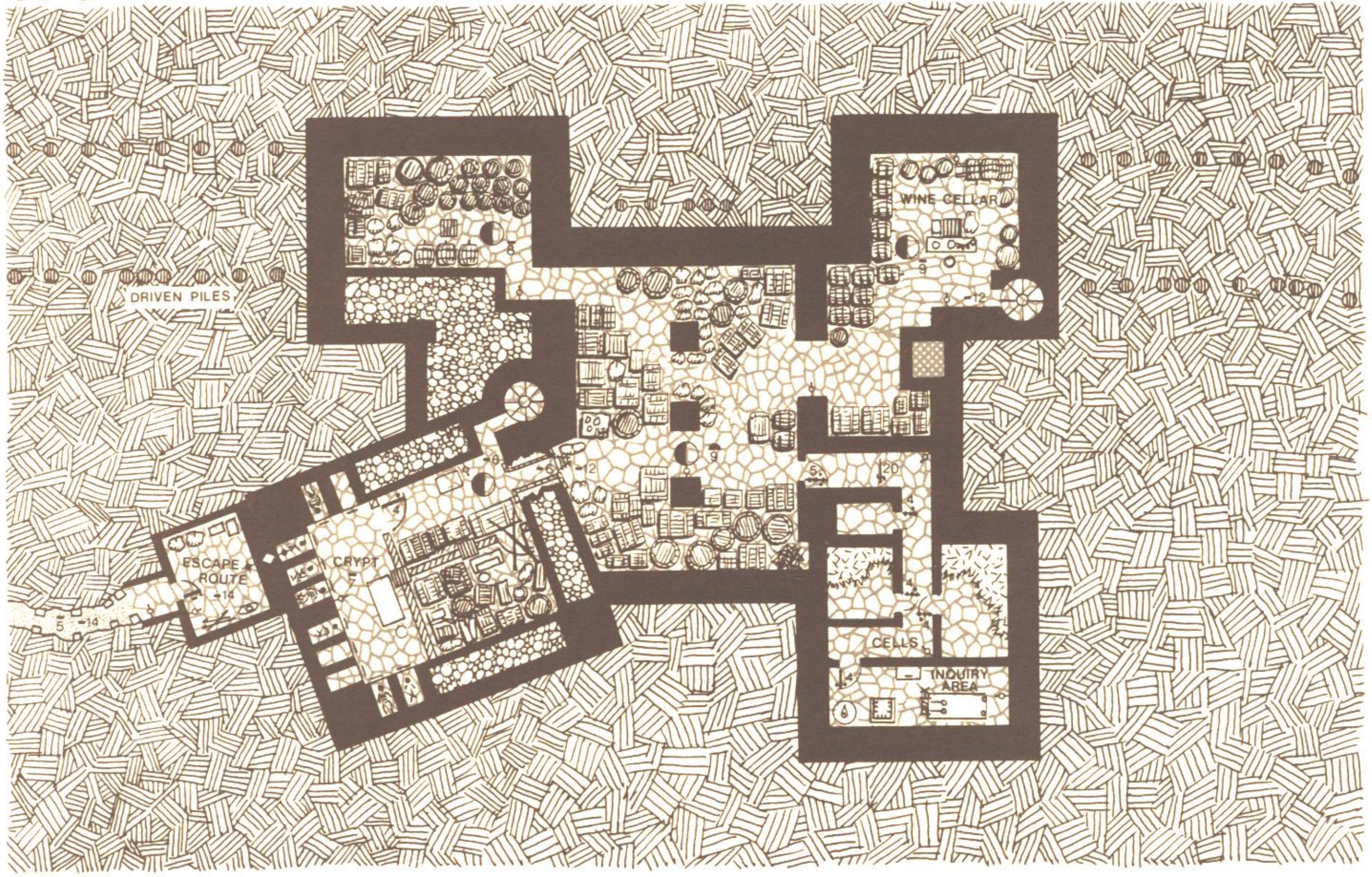
INTERIOR SCALE
FEET (1 mm = 1 Foot)

0
10
20
30
40
50

Ground Floor


MAIN ENTRANCE
OFFICER'S QUARTERS
PANTRY
daytime only
GUARDROOM
GUARDROOM
EATING
SERVANTS' QUARTERS
Sanric Tower

Cellar


WINE CELLAR
DRIVEN PILES
ESCAPE ROUTE
CRYPT
CELLS
INQUIRY AREA

CHRONOLOGY

1000 BT:	Jarin occupy district
45 TR:	Death of Locar the Strong
113 TR:	Olokand tributary to Lothrim
120 TR:	Lothrim dies. Olokand independent
125 TR:	Sanric I founds Kingdom of Nurelia
128 TR:	Sanric Tower constructed
235 TR:	Death of Lotin. Olokand joins Kaldor
238 TR:	Battle of Olokand
377 TR:	Kaldoric Civil War ends.
384 TR:	Caer Olokand built.
407 TR:	Olokand given to Earl Elendsa
599 TR:	Baronial Revolt in Kaldor
603 TR:	Earl Haldan of Olokand siezes throne

GOVERNMENT

As a royal castle and shire moot, Olokand is governed on the king's behalf by the resident Sheriff of Meselyne. Olokand is the heart of clan Elendsa's strength and enjoys little of the freedom given to the city of Tashal, the other royal seat. When the king is not present, the sheriff has virtually absolute power to govern on his behalf. Most of the king's household travels with him but there is always a caretaker staff and garrison in Olokand. The present king, Miginath, spends about a third of his time here, even then his declining strength causes him to leave most of the burdens of government to his lieutenants. Under clan Elendsa, the office of sheriff has usually been held by the heir apparent. With no clear heir, Miginath has seen fit to appoint Maldan of Harabor to the office; it is generally understood that Maldan is one of Miginath's sons born on the wrong side of the blanket. Many of Kaldor's nobility resent Maldan, fearing that this ruthless and ambitious favourite of the king will try to usurp the throne when Miganath dies. Apart from the office of sheriff, Maldan is a knight holding several nearby manors, including Tentru.

ECOMOMICS

Olokand is the southern terminus of the Fur Road. Every spring, a large, well-escorted caravan brings furs and hides, wild beasts, whale products, amber, honey, copper and other products from the north to Olokand. The caravan's arrival (usually around mid-Peonu) is eagerly awaited by local merchants. Frantic trading and general revelry takes place, fueled by rowdy caravan mercenaries and traders who try very hard to spend most of their wages and profits. Although some of the northern goods are consumed locally, most are acquired by local mercantylers and transported south by river barge or in smaller caravans to Tashal. Some northern traders resist selling their wares in Olokand, preferring to take them to Tashal themselves where higher prices and more exotic goods can generally be obtained. The mid-summer "Royal Chelabin Tournament of Chivalry" is held at Olokand. This is Kaldor's most important tourney and is attended by contestants from as far away as the Kingdom of Chybisa. Rowdy and free-spending spectators often exceed 2000 which promotes considerable economic activity. Meselyneshire has numerous mines; there is significant mercantyler activity in tin, copper, and salt in Olokand.

GUILDS

Apothecary:	[27]
Chandler:	[28]
Clothier:	[17]
Embalmer:	[30]
Hideworker:	[36]
Innkeepers:	[8] [10] [11]
Lexigrapher:	[23]
Lia-Kavair:	[11]
Litigant:	[31]
Locksmith:	[32]
Mason:	[16]
Mercantylers:	[14] [20] [25] [33]
Metalsmith:	[22]
Miller:	[26]
Miners:	[18]
Ostlers:	[8] [10]
Physician:	[35]
Salter:	[34]
Shipwright:	[29]
Tentmaker:	[13]
Timberwrights:	[12]
Weaponcrafter:	[15]
Woodcrafter:	[21]

TAXES

Since Olokand has no town walls, the town is considered for tax purposes to extend one arrowflight from Caer Olokand, except across the Kald. The ambiguity of this definition leads to jurisdictional disputes, but most are resolved at the Shire Moot in favour of the King.

Property:	6% per annum (residential)
Property:	4% per annum (business)
Hawking:	10% of goods' value
Bonding:	2% of goods' value per month

RELIGION

The religion of Olokand is much like that of Tashal and the rest of Kaldor. The temples of Larani and Peoni have tax-exempt status and receive endowments from the government and population. While Laranianism is the official religion of the royal household, there is no public temple to Larani in Olokand. The spiritual needs of the nobility are met in the chapel within Caer Ololkand. Worship of Agrik, Morgath or Naveh is punishable by death. Other religions are tolerated but not encouraged.

TEMPLE

[19] PEONI (Order of the Balm of Joy)

THE LEGEND OF PRINCE BRANT

Kalabin of Kaldor added Nurelia to his kingdom in 235. The fourteen year old uncrowned king of Nurelia, Brant, was interned in Caer Olokand "for his own safety" but mysteriously vanished in 237. Most assume the young prince was murdered although the lad's body was never found.

While there has been much speculation concerning Brant's fate, there is more interest in the whereabouts of the Nurelian crown jewels which vanished at the same time. Among the treasures that went missing were the jewel-encrusted, gold-plated royal crown; an allegedly enchanted mace called "Thunderer" able to crush anything it struck; and the "Tome of Ethelyen", a book that once belonged to a mage-ambassador of Lothrim, arrested and cast into Ona-Setrum after the foulspawner's tyranny collapsed. None of these have ever been found.

The most common legend is that Sir Jesel of Gewen, the prince's warder, slit the boy's throat, cast the body into Ona-Setrum, and buried the crown jewels nearby planning to recover them later. Jesel was slain at the Battle of Olokand (238 TR) and the secret died with him. Variations of the tale have the murderer burying the boy and the treasure on a hill west of Olokand. A few hold that the loot was sold and spirited away to Melderyn but this theory is rejected by hopeful treasure-hunters, of which there have been many.

The Ghost of Brant

Many locals believe that the lost treasure is protected by the ghost of the murdered prince, claiming that the apparition acts to frustrate anyone seeking the jewels for their own sake. But it is also said that Brant's unshriven spirit will reveal the treasure site to one who finds his bones and gives them burial next to his father in the crypt of Caer Olokand. Conflicting details of the spirit's manifestation abound. Most hold that the shade appears at the time of the new moon (Yaelmor) each month; a few have reported sightings at other times. Some claim he walks the battlements of Caer Olokand, others say he rides back and forth across Elendsa Bridge astride his ethereal steed. Some believe he may appear anywhere within sight of the settlement, but the most frequent sightings are on the trail to Ona-Setrum. The moaning at the pit is often attributed to the boy's ghost, crying out for surcease.

LOCATION: Balimshire, Kingdom of Kaldor
STATUS: Seat of the Earl of Balim
GOVERNMENT: Earl of Balim/6 Aldermen (civil)
Earl of Balim (military)
POPULATION: 2200 (approximately)

The second largest settlement in the Kingdom of Kaldor, Kiban is a emerging trade centre. A scant twenty five years ago Kiban was a small agricultural castle town. The previous Earl of Balim (681-714) gained a charter from the King to wall the town. This wall is still under construction and is scheduled for completion in 3 years.

HISTORY

Kiban was originally an outpost in the Kingdom of Serelind, a small fortification of earth and wood, strategically located on the meeting of the borders of Serelind, Kephria and Pagostra. When Orsin, King of Pagostra gave his realm to Medrik I of Serelind, he was granted an earldom that included Kiban and took the title Earl of Pagostra. The formation of Kaldor placed Kiban comfortably in the interior of the country and over the next century the surrounding croplands were developed. The sixth Earl of Pagostra built up the fortifications by the building of a stone keep around 300 TR.

The tenth Earl of Pagostra was unfortunate in his choice of sides, when he supported Aidrik II in the Kaldoric civil war. Realizing his mistake, he withdrew his support the day before the battle of Kiban. Denied the defensive capabilities of the keep at Kiban, and having to guard against his former ally in the rear, the fate of Aidrik II was never really in doubt. The Earl knelt in front of Fierth expecting gratitude for his betrayal of Aidrik. Fierth expressed his gratitude by executing the Earl and granting the Earldom to a favorite baron, one Qywald of Dariune who became the first Earl of Balim.

Clan Dariune managed to survive the restoration; in fact some claim that they had arranged it. They proved to be able administrators and a long succession of capable Earls expanded the holdings. During the Baronial revolt of 599, the twelth Earl of Balim, Allesa, wisely stayed above the conflict and declined to press his legitimate claims to the throne. Throwing his full support behind clan Elendsa, he established himself as a close confident and advisor to the King; the second most powerful personage in the Kingdom. One indication of royal favour was the granting of a charter to permit the building of a stone castle. Construction on Caer Kiban was started in 605 and completed in 653. The original stone keep was torn down and the stone used in the new castle.

The relationship between the two clans has been maintained to the present day. Many scoffed at the succession of Miginath, predicting his imminent death. However, Scina, the father of the present Earl, strongly championed the King. Again royal pleasure has been expressed by the granting of a charter to wall the town of Kiban. The wall was started in 703.

CHRONOLOGY

140	Formation of the Kingdom of Serelind
184	Pagostra joins Serelind, Earldom is created
300	Construction of stone keep started
377	Battle of Kiban, Earl executed by Fierth
378	Granting of Kiban to Clan Dariune
605	Construction of Caer Kiban started
653	Construction of Caer Kiban completed
703	Construction of the town wall started
714	Scina, 19th Earl of Balim, dies - Troda succeeds

GOVERNMENT

Kiban is governed by the council of Alderman consisting of 6 members; 2 appointed by the Earl of Balim and 4 by the governing council of the local chapter of the Mangai. The Earl however has the right to veto any nominations by the Mangai. The military government rests solely with the Earl of Balim. The aldermen govern the town under the auspices of the town charter granted by the King in 701. The governing council of the Mangai is composed of 4 master guildsmen, proposed by the master guildsmen as a group. The Earls of Balim have always taken an active interest in the government and commerce of the town. Lord Dariune spends most of his time in Kiban (about 70%) the rest of the time he is in Tashal carrying out his duties as Chancellor of the Exchequer or attending the King in Olokand. The King, being sickly, leaves most of the financial matters to Troda.

The Earl is a cousin of the King and hence has a legitimate claim to the throne. Unlike the numerous nephews and nieces scattered about Kaldor who never miss an opportunity to relate the particulars of their claim, the Earl follows the example of his father and denies any royal ambition. However it has not gone unnoticed, particularly by Maldan of Harabor, that during the reign of Miginath, the wealth of clan Dariune has grown more than most. Many think the growth of Kiban into a large town and trading centre is a precautionary step by the Earl in the likely event of unrest when Miginath dies. Others see it as a power base to further the Earl's "thrice denied" ambitions.

ECONOMICS

Kiban is fast becoming the main trading centre with Azadmere. The Silver Way crosses the Nephen river at Naniom bridge. It has been a practice of late to barge the goods from the bridge to Kiban. As part of the town expansion there are new docks and several master jewellers and metalsmiths have moved to Kiban. This activity has not gone unnoticed in Tashal and several petitions have been made to the King to uphold the tacit but traditional monopoly Tashal has enjoyed on the goods of the Silver Way. The King so far has referred all these to the Chancellor of the Exchequor for action. Lately the merchants of Tashal have asked the Sheriff of Meselyne, Maldan, to use his influence with the King and champion their cause.

GUILDS

Apothecary:	[25]		
Chandler:	[34]		
Clothier:	[37]		
Emblamer:	[29]		
Hideworker:	[27]		
Innkeepers	[9]	[14]	[15]
Jewellers	[10]	[13]	
Lexigrapher:	[32]		
Litigant	[22]		
Locksmith:	[38]		
Mason:	[24]		
Mercantylers:	[26]	[35]	
Metalsmiths:	[23]	[30]	
Miller:	[5]		
Ostlers:	[9]	[14]	
Physician:	[36]		
Potter:	[12]		
Salter:	[28]		
Shipwright:	[16]		
Tentmaker:	[31]		
Weaponcrafter:	[11]		
Woodcrafter:	[33]		

TAXES

Property:	6% per annum (residential)
Property:	2% per annum (business)
Hawking:	8% of goods value
Bonding:	1% of goods value per month

RELIGION

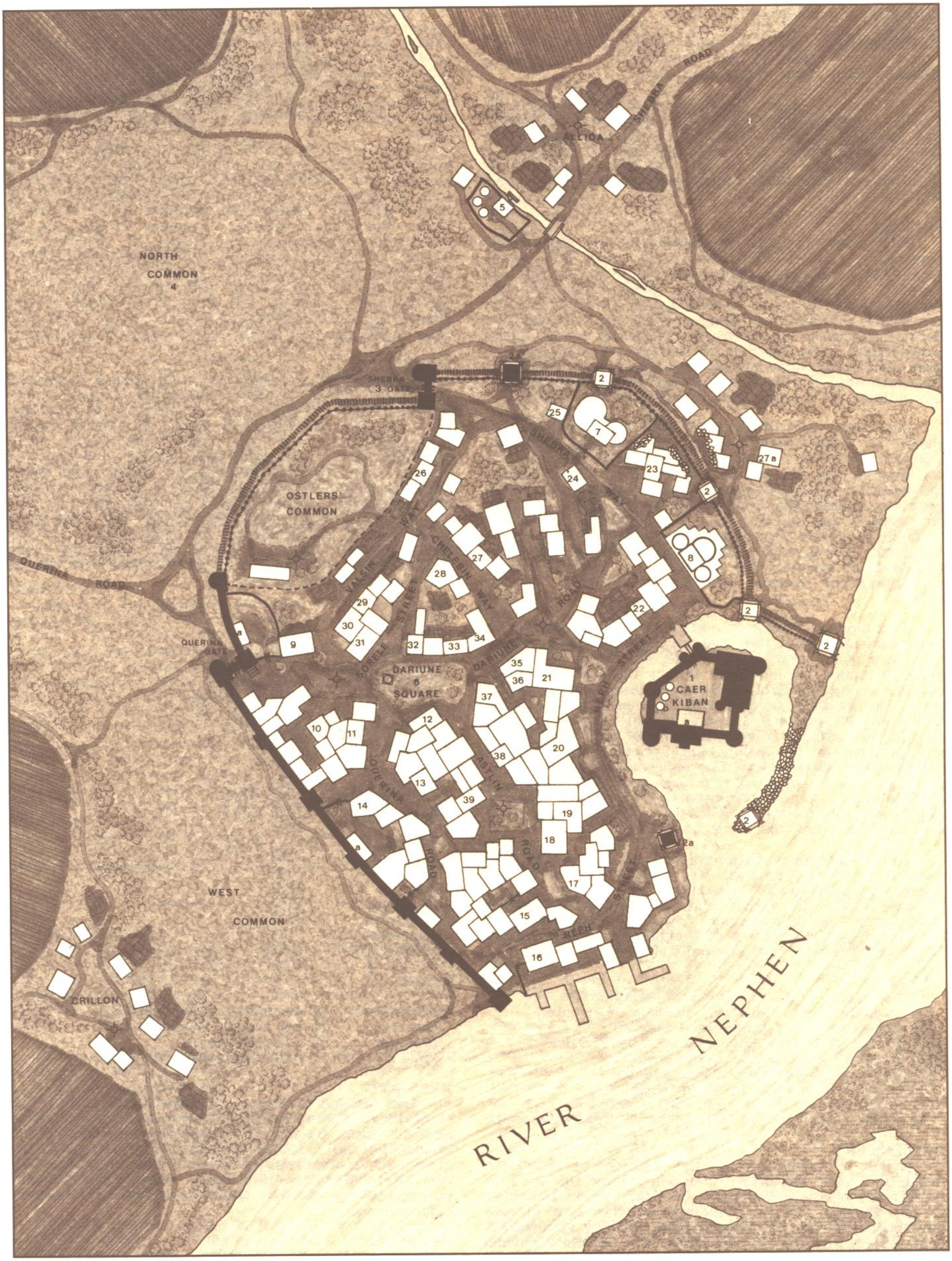
The religion of Kiban is similar to that of the rest of Kaldor. The temples of Larani and Peoni have tax exempt status on their considerable lands that lie just inside the wall. It is rumoured that they have made contributions towards the cost of the wall directly to the Earl. Worship of Agrik, Morgath or Naveh is punishable by death. Other religions are severely discouraged.

TEMPLES

[7] PEONI (Order of the Balm of Joy)
[8] LARANI (Order of the Spear of Shattered Sorrow)

KIBAN
GM MAP

LOCAL SCALE
FEET
0 50 100 200


NORTH COMMON 4
ALLIOA
SHEBRA ROAD
5
SHEBRA 3 GATE
2
2
25
7
SHEBRA WAY
24
23
27a
26
OSTLERS' COMMON
QUERINA ROAD
VALSIN WAY
CHELERIN WAY
27
28
8
ROAD
22
2
2
29
30
31
SORELE STREET
32
33
34
QUERINA GATE
9
9
DARIUNE
DARIUNE 6 SQUARE
35
36
21
STREET
NEPH STREET
1 CAER KIBAN
a
37
12
10
11
20
38
ASTLIN
QUERINA ROAD
13
39
14
19
18
2a
2
ROAD
17
STREET
a
15
NEPH
16
WEST COMMON
CRILLON
RIVER NEPHEN

RON GIBSON GARRY STEINHILBER
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1. CAER KIBAN
The seat of Clan Dariune, headed by Lord Dariune, Earl of Balim, Chancellor of the Exchequor. The castle was built on a rock outcropping; the moat was dug last to form part of the river. Complete plans for each of the three levels of the castle are given on the following pages. [a] Nephen Boat Gate: a water entrance to the castle with a dock inside the courtyard. [b] Granneries.

2. WALL TOWERS (under construction)
These wall towers are just started (less than 8'). Note the square tower construction in contrast to the round castle towers, also note the ditches already dug and levelled between the towers and the wooden pallisade which completes the wall temporarily. [a] These towers are almost finished.

3. SHEBRA GATE
A fully completed gate and one of the two main entrances to the town. This gate is equipped with a portcullis and a machicolation.

4. NORTH COMMON
One of the two main commons outside the wall. In the summer this common is the site of a tent town for about 60 of the workmen building the wall.

5. MILLER/MILLWRIGHT (Callon of Portin)
Size:6 Quality: *** Prices: Average

6. DARIUNE SQUARE/MARKET
The Kiban market is open daily from noon to dusk, except on holidays.

7. TEMPLE OF PEONI
A temple of the Order of the Balm of Joy.

8. TEMPLE OF LARANI
A temple of the Order of the Spear of Shattered Sorrow.

9. THE WALL WATCH INN (Nicrom of Koob)
Size:7 Quality: ** Prices: Low
Clientele is mainly workers from the wall and other labourers. [a] Freemaster ostler Yoper of Aswain

10. JEWELLER (Josith of Asaka)
Size:8 Quality: ***** Prices: High
Josith has made several trips to Azadmere and has many Khuzin friends. His work is average by their standards but excellent for a human.

11. WEAPONCRAFTER (Caro of Nyosn)
Size:3 Quality: **** Prices: Average

12. POTTER (Mollel of Udibis)
Size:2 Quality: * Prices: Average
Mollel's pots are reknown for their lack of quality. Lack of competition keeps him in business.

13. JEWELLER (Lonbar of Dargarath)
Size:10 Quality: *** Prices: Average

14. SILVER WAY INN (Illion of Bydarf)
Size:8 Quality: **** Prices: High
Good food and good accommodation. Illion claims to have lived in Azadmere and captivates all with his stories about the Khuzdul. [a] Freemaster ostler Kilk of Dipura.

15. THE RIVERMAN INN (Unnertar of Gidall)
Size:4 Quality: ** Prices: Low
Patronized by the crews of river barges. Fights are common. No accommodation.

16. SHIPWRIGHT (Orkon of Olod)
Size:5 Quality: **** Prices: Average
Specializes in river barges.

17. SEAMANS' GUILDHALL/HOSTEL
An important meeting place for the rivermen. Most stay here when they are loading or unloading.

18. BONDING HOUSE

19. MERCANTYLERS' HALL
The favoured place for wheeling and dealing, metal trading is becoming increasingly active.

20. MASONS/TIMBERWRIGHTS GUILDHALL/HOSTEL
This guildhall is shared by the masons and timberwrights. This is where the plans of the wall are kept and all the accounting of labour and materials is done. The timberwrights hold meetings here. About 15 masons are billeted here each summer while they work on the wall.

21. HALL OF THE MANGAI
Both the Aldermanic and Mangai council meetings are held here.

22. LITIGANT (Crissam of Devis)
Size:1 Quality: **** Prices: High

23. METALSMITH/DESTROYED BUILDINGS (Brinn of Cora)
Size:7 Quality: **** Prices: Average

24. MASTER MASON (Evida of Noss)
Size:2 Quality: ***** Prices: High+
Evida is responsible for repairs to Caer Kiban. He also advises on the wall but is not so active now due to his age.

25. APOTHECARY (Crinnida of Bassill)
Size:2 Quality: *** Prices: Low

26. MERCANTYLER/USERER (Dorrall of Dalgla)
Size:8 Quality: ***** Prices: High

27. HIDEWORKER (Midda of Frembas)
Size:6 Quality: *** Prices: Average
[a] The tannery has been partially destroyed to make way for the wall.

28. SALTER (Hendin of Zina)
Size:2 Quality: *** Prices: Low

29. EMBALMER (Doolassa of Tibora)
Size:2 Quality: *** Prices: Average

30. METALSMITH (Grisson of Tomar)
Size:4 Quality: **** Prices: Average
Grisson does most of the tool making and mending for the masons working on the wall.

31. TENTMAKER (Fonor of Stippa)
Size:6 Quality: *** Prices: Average

32. LEXIGRAPHER (Killassan of Nillta)
Size:1 Quality: **** Prices: Average

33. WOODCRAFTER (Dina of Cassan)
Size:1 Quality: **** Prices: High

34. CHANDLER (Lira of Ponata)
Size:2 Quality: *** Prices: Low

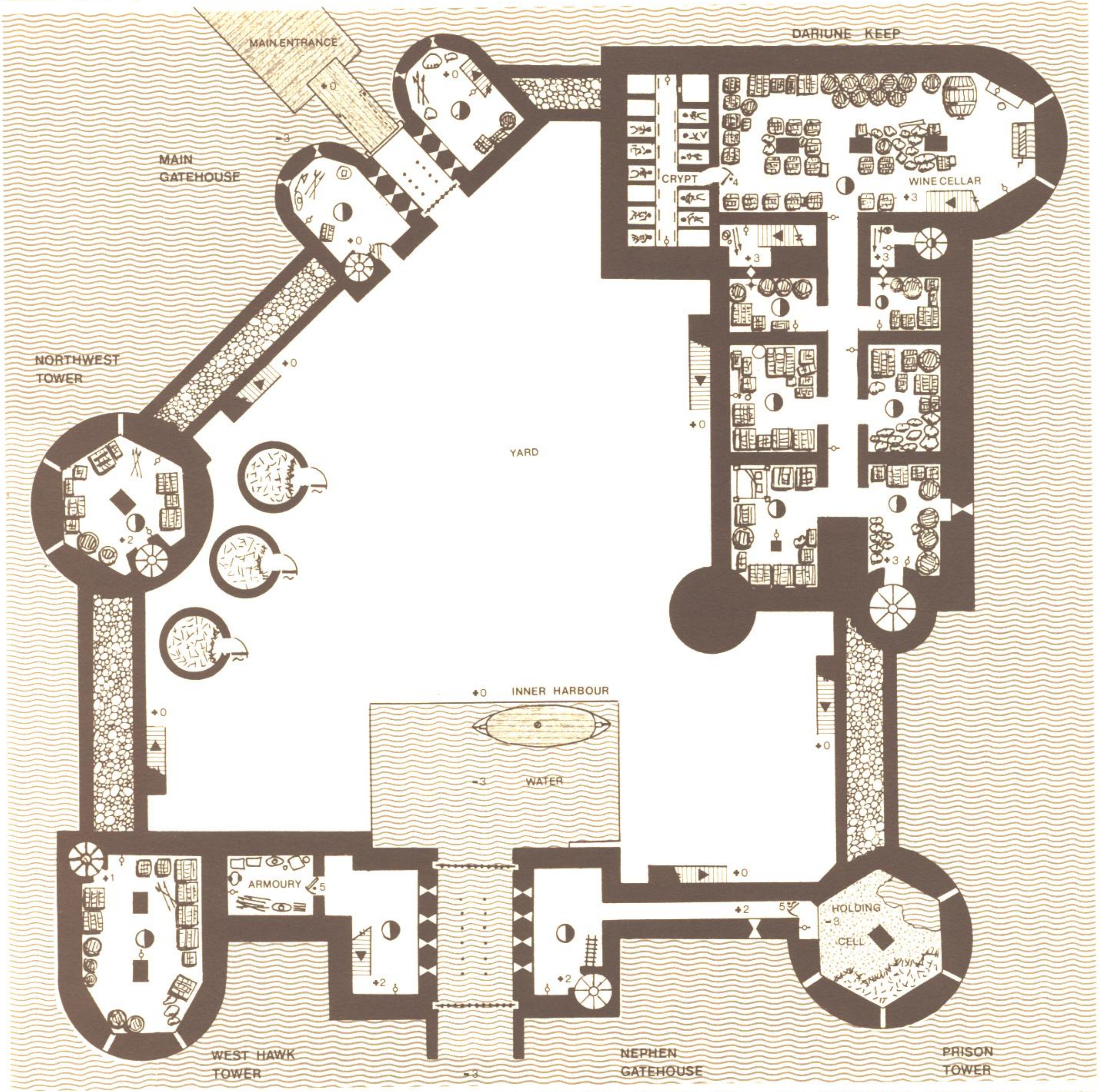
35. MERCANTYLER (Unniso of Azam)
Size:3 Quality: ***** Prices: Low

36. PHYSICIAN (Quosso of Fabun)
Size:1 Quality: *** Prices: Average

37. CLOTHIER (Adda of Scintle)
Size:6 Quality: *** Prices: Average

38. LOCKSMITH (Burnam of Wissle)
Size:1 Quality: *** Prices: Low

39. BROTHEL (Welden of Bicossa)
Size:7 Quality: *** Prices: Average
Rumoured to be the site of Lia-Kavair meetings.


MAIN ENTRANCE
DARIUNE KEEP
MAIN GATEHOUSE
CRYPT
WINE CELLAR
NORTHWEST TOWER
YARD
INNER HARBOUR
WATER
ARMOURY
HOLDING CELL
WEST HAWK TOWER
NEPHEN GATEHOUSE
PRISON TOWER
+0
-3
+4
+3
+2
+1
5
-3

EXCEPT AS OTHERWISE INDICATED - ALL INTERIOR SURFACES STONE

Ground Floor

The ground floor of Dariune Keep contains enough stores for a lengthy seige. The large chamber is a wine cellar with a well. Adjoining is the Dariune crypt. The last four Earls are buried here along with 6 other family members. The square chamber at the end of the crypt is for bones when the tombs are full and have to be reused. The other chambers at the bottom of the keep are for storage. Note the secret staircase for the Earl, it continues down to an underwater passage into the moat.

The bottom of the prison tower is for common prisoners. From the door of the prison tower there is a five foot drop to the floor of the room. During the spring the water level rises and the floor becomes quite muddy. Prisoners sleep on hay.

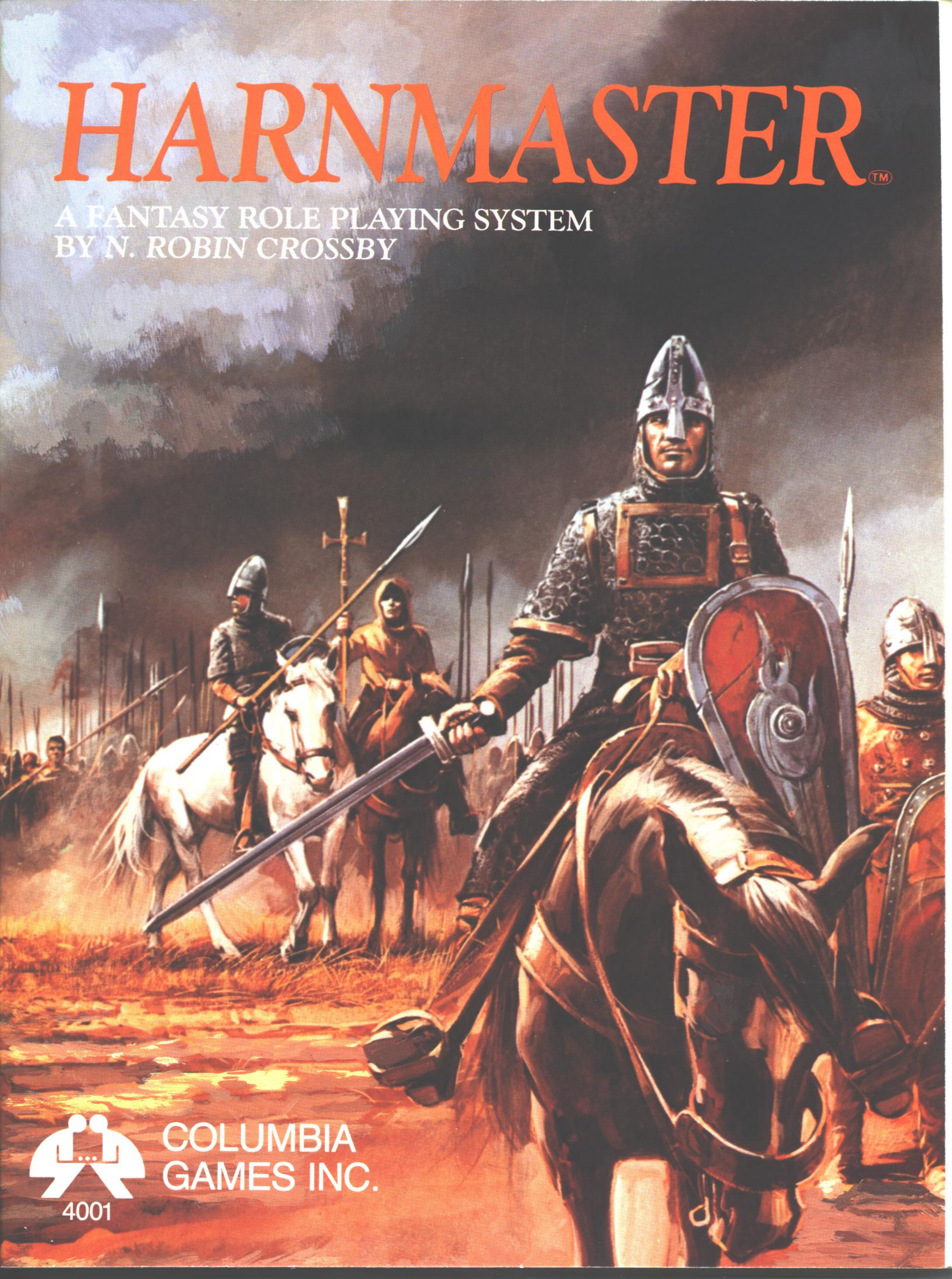
The bottom of the Nephen gate house is unused. There are arrow slits opening out onto the boat channel that leads to the small inner harbour. This entrance is used for some of the castle supplies and is convenient for visitors who do not want to attract attention to their presence at Caer Kiban. The two portcullises at either end of the channel extend down into slots cut two feet into the bedrock. Adjoining the bottom of the gate house is the castle armoury.

The bottom of the West Hawk tower is used for storage. The same holds for the northwest tower.

The bottom chambers of the Main Gatehouse are also storage. They have arrow slits to defend the main entrance.

HARNMASTER™

A FANTASY ROLE PLAYING SYSTEM
BY *N. ROBIN CROSSBY*



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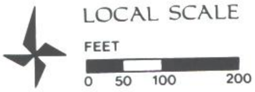
4001

ANISHA
COMMON MAP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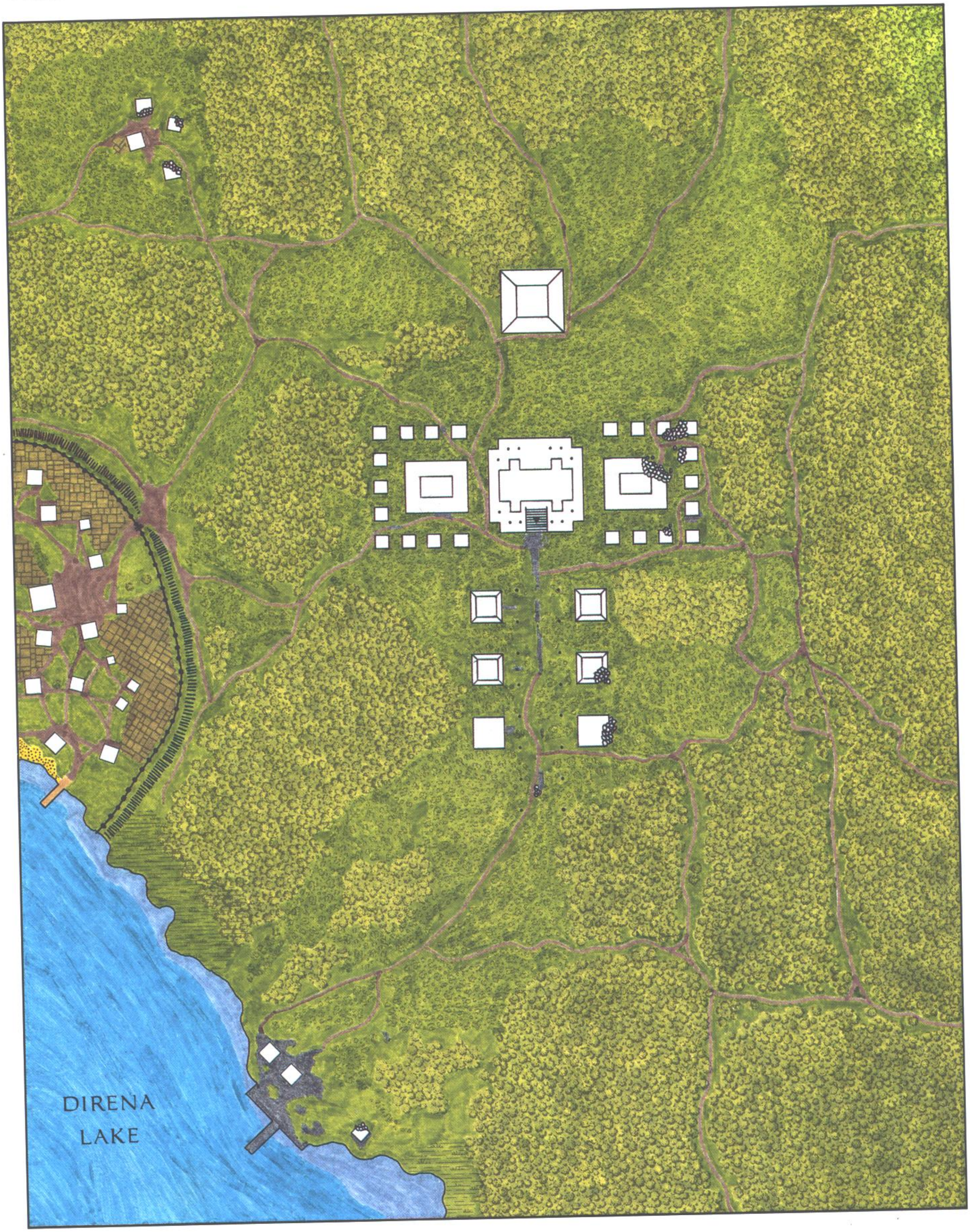
DIRENA
LAKE

BRIAN CLEMENS

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THE GREAT CLANS OF KALDOR

BASTUNE, Baron of Kolorn

Gold, a leopard-rampant sanguine. Crest: two arms counter-embowed and interlaced argent. Motto: *Truth is strength.*
Registry: Holy Oak, 604.
Holdings: Kolorn (Caldeth).
Major Tenants: none.

CALDETH, Earl of Vemion

Quarterly, gyronny azure and argent; sable, a horse's head couped of the second. Crest: a wyvern with wings displayed vert. Motto: *The brave never fall.*
Registry: Holy Oak, 624.
Holdings: Baseta (Elendsa), Minarsas (Elendsa), Zoben (Elendsa).
Major Tenants: Bastune.

CURO, Earl of Neph

Gold, a plume bendwise azure, between two roses gules. Crest: a lion-rampant with two heads of the field. Motto: *Virtue in Service.*
Registry: Holy Oak, 640.
Holdings: Gardiren (Elendsa), Pendeth (Elendsa).
Major Tenants: Ethasiel, Londel, Tesla.

DARIUNE, Earl of Balim

Azure, a stag lodged argent. Crest: a thistle proper. Motto: *Who serves well serves long.*
Registry: Holy Oak, 378.
Holdings: Fisen (Elendsa), Jedes (Elendsa), Kiban (Elendsa), Kyg (Elendsa).
Major Tenants: Pierstel, Ubael.

ELENDSA, King of Kaldor

Sable, an acorn slipped & leaved gold. Crest: a gryphon segreant gules. Supporters: Two horses rampant proper. Motto: *To govern with perfection is to rule forever.*
Registry: Holy Oak, 603.
Holdings: Athelren, Bidow, Hutop, Olokand, Querina, Shebra, Sirendel, Tashal.
Major Tenants: Caldeth, Curo, Dariune, Firith, Hirnen, Indama, Meleken, Verdreth.

ELORIETH, Baron of Nubeth

Gules, a pillar gold. Crest: a bugle horn sanguine, stringed of the second. Motto: *none.*
Registry: Holy Oak, 379.
Holdings: Nubeth (Meleken).
Major Tenants: none.

ETHASIEL, Baron of Setrew

Tenne, on a bend argent, a tilting spear azure. Crest: a crescent of the third. Motto: *Let others weep.*
Registry: Holy Oak, 686.
Holdings: Setrew (Curo).
Major Tenants: none.

FIRITH, Baron of Kobe

Vert, between four molets of five points, two spears saltirewise all gold. Crest: a demi-lion rampant gules. Motto: *And shall the heavens yield.*
Registry: Holy Oak, 385.
Holdings: Kobing (Elendsa).
Major Tenants: none.

HIRNEN, Baron of Nenda

Barry of five purpure and argent, a lion rampant proper. Crest: a winged spur gold. Motto: *The swift wit takes all.*
Registry: Holy Oak, 631.
Holdings: Nenda (Elendsa).
Major Tenants: none.

INDAMA, Baron of Geth

Party per bend sinister azure and gold, a portcullis countercharged. Crest: an eagle rising, wings elevated and addorsed of the second. Motto: *Never hindmost.*
Registry: Holy Oak, 561.
Holdings: Getha (Elendsa).
Major Tenants: none.

LONDEL, Baron of Yeged

Ermine, a martlet volant gules. Crest: a battleaxe proper. Mantling: argent and gules. Motto: *The right prevail.*
Registry: Holy Oak, 674.
Holdings: Yeged (Curo).
Major Tenants: none.

MELEKEN, Earl of Osel

Gules, a unicorn passant argent. Crest: a stag's head erased sanguine. Motto: *My shield is honour.*
Registry: Holy Oak, 406.
Holdings: Heru (Elendsa), Qualdris (Elendsa).
Major Tenants: Elorieth.

PIERSTEL, Baron of Tonot

Party per fess embattled vert and argent, in chief a brock, in base three roundeles all countercharged. Crest: a beacon gules. Motto: *But one path.*
Registry: Holy Oak, 380.
Holdings: Tonot (Dariune).
Major Tenants: none.

TESLA, Baron of Esenor

Argent, a phoenix gules, in chief three molets of five points azure. Crest: a moorcock of the third. Motto: *Waste not the second chance.*
Registry: Holy Oak, 604.
Holdings: Esenor (Curo).
Major Tenants: none.

UBAEL, Baron of Uldien

Sable, a carbuncle argent. Crest: a swan of the second. Motto: *To the final drop of blood.*
Registry: Holy Oak, 379.
Holdings: Uldien (Dariune).
Major Tenants: none.

VERDRETH, Baron of Ternua

Argent, beneath a serpent nowed tenne, a rose gules. Crest: a garb proper. Motto: *Balance.*
Registry: Holy Oak, 619.
Holdings: Ternua (Elendsa).
Major Tenants: none.

Format

These are shortened register entries. Registers generally allow at least one full page for each clan. All of the above clans are sufficiently important to merit several pages in most registers.

Clans and Titles

Only clans who hold a keep or better are included. Only the clan's best title is given. The Elendsas, for example, are also the Earls of Olokand, but this pales in comparison with the kingship.

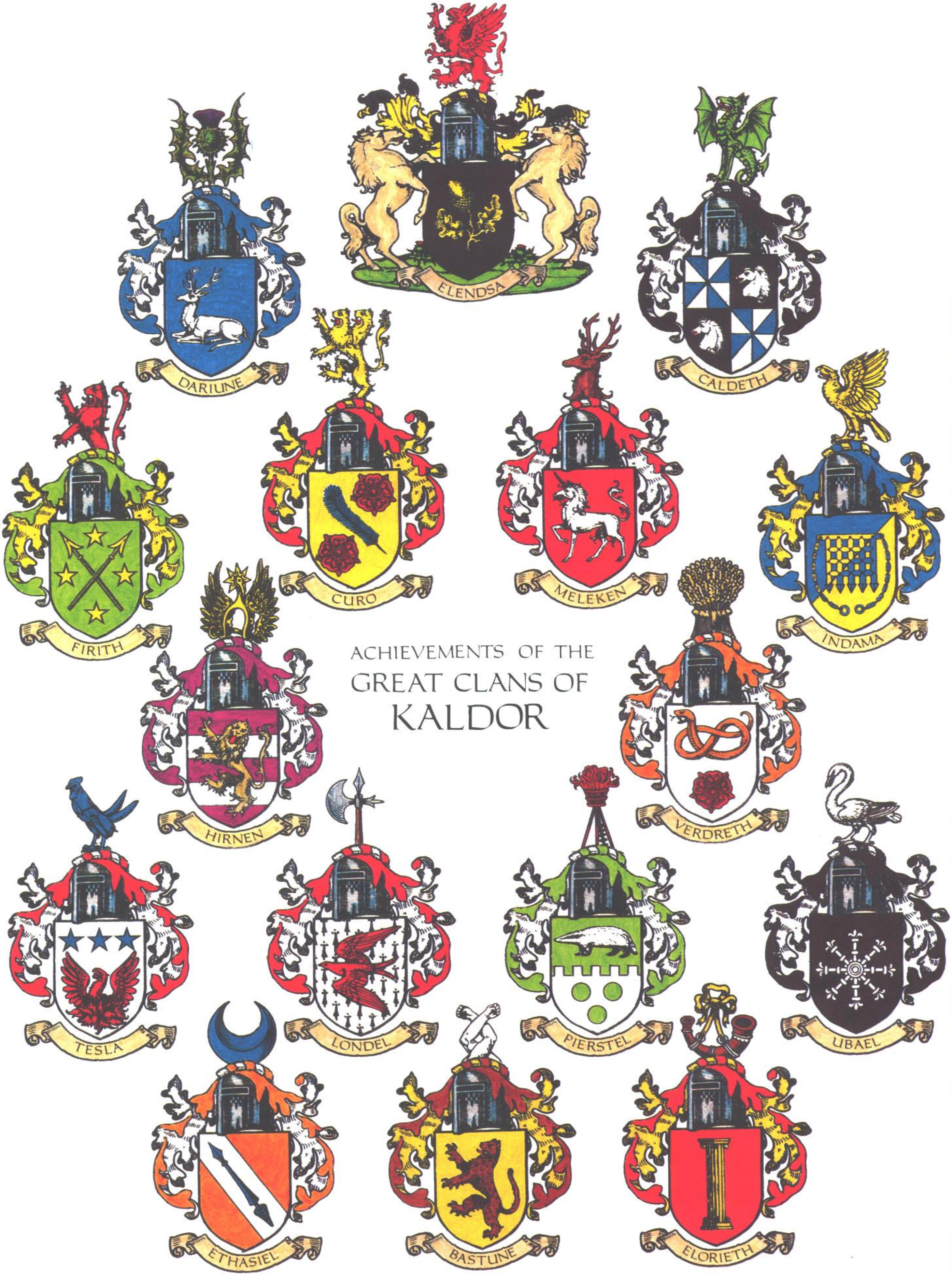
Holdings

Towns, castles and keeps held in fee simple by the clan, and from whom they are held (the leige).

Registry

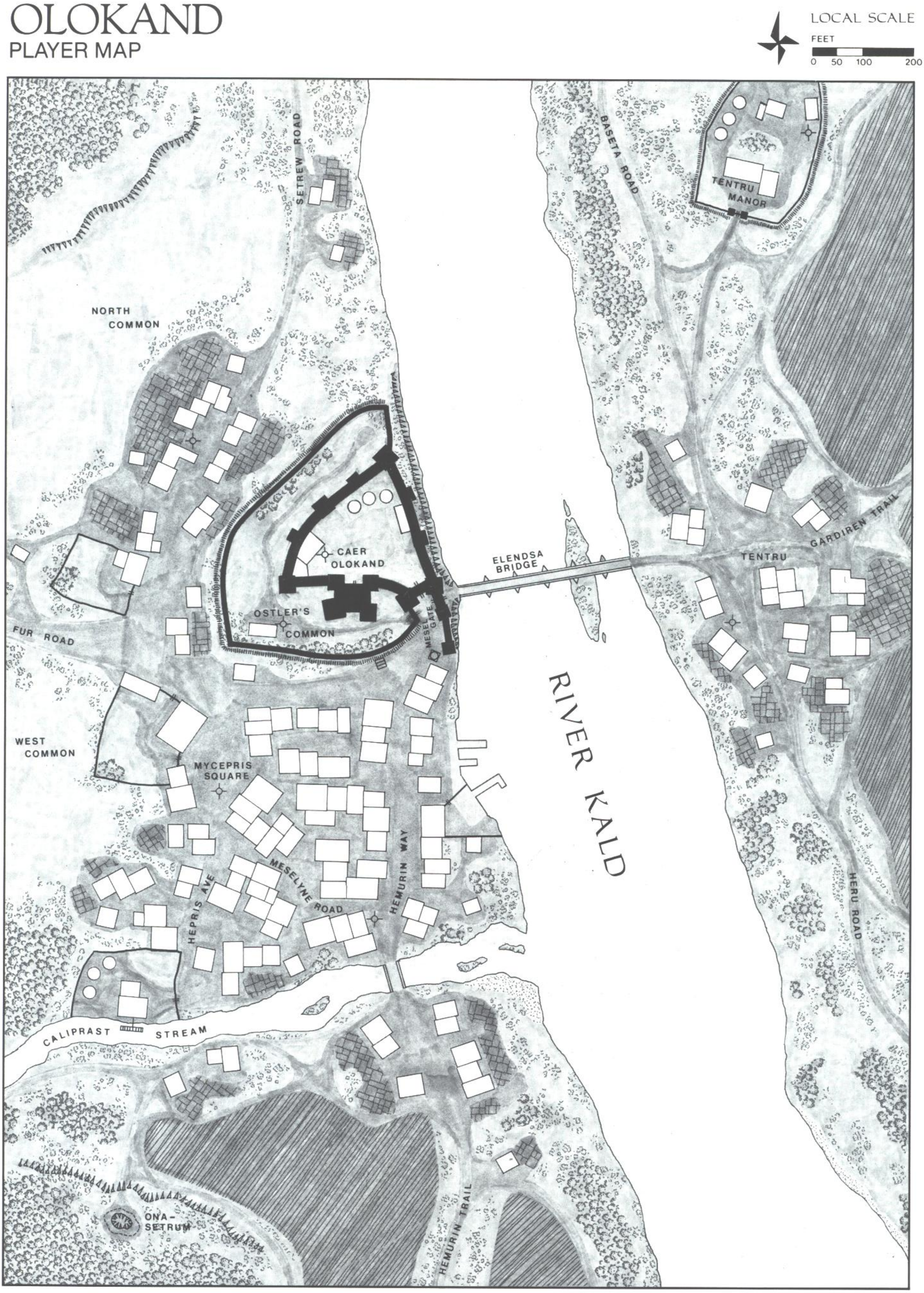
The college enclave and date of the most recent registration and/or amendment. Components of many of the achievements, particularly the arms and the specific charges, have more ancient associations with the clans.

ACHIEVEMENTS OF THE GREAT CLANS OF KALDOR


ELENDSA
DARIUNE
CALDETH
CURO
MELEKEN
FIRITH
INDAMA
HIRNEN
VERDRETH
TESLA
LONDEL
PIERSTEL
UBAEL
ETHASIEL
BASTUNE
ELORIETH

OLOKAND

PLAYER MAP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BASETA ROAD
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NORTH COMMON
CAER OLOKAND
ELENDSA BRIDGE
TENTRU
GARDIREN TRAIL
OSTLER'S COMMON
MESELE GATE
FUR ROAD
RIVER KALD
WEST COMMON
MYCEPRIS SQUARE
MESELYNE ROAD
HEMURIN WAY
HEPRIS AVE
HERU ROAD
CALIPRAST STREAM
ONA-SETRUM
HEMURIN TRAIL

RON GIBSON GARRY STEINHILBER

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OLOKAND

COMMON MAP

LOCAL SCALE

FEET

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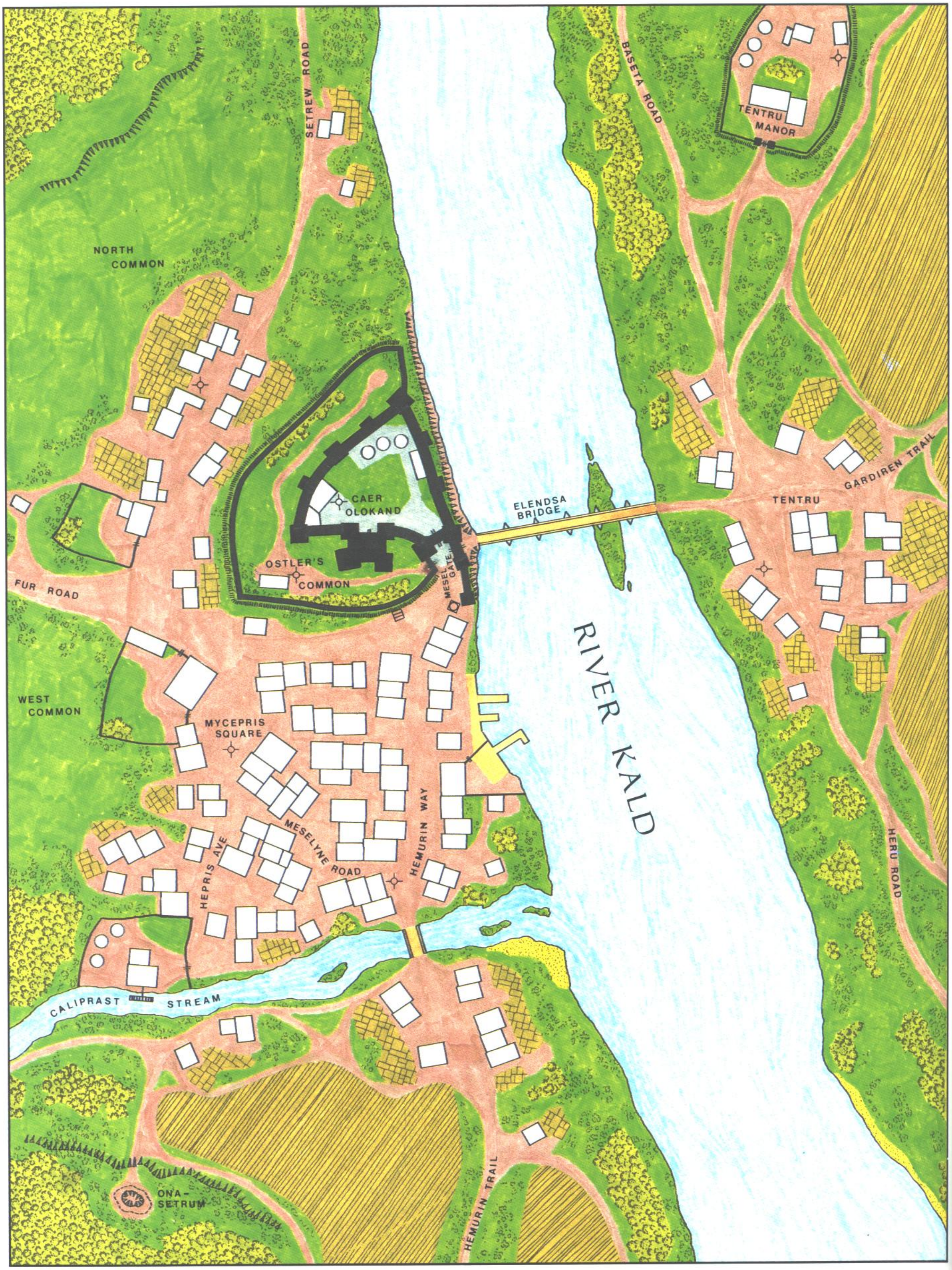
SETREW ROAD
BASETA ROAD
TENTRU MANOR
NORTH COMMON
CAER OLOKAND
ELENDSA BRIDGE
GARDIREN TRAIL
TENTRU
OSTLER'S COMMON
MESEL GATE
FUR ROAD
RIVER KALD
WEST COMMON
MYCEPRIS SQUARE
HEMURIN WAY
MESELYNE ROAD
HEPRIS AVE
HERU ROAD
CALIPRAST STREAM
ONA-SETRUM
HEMURIN TRAIL

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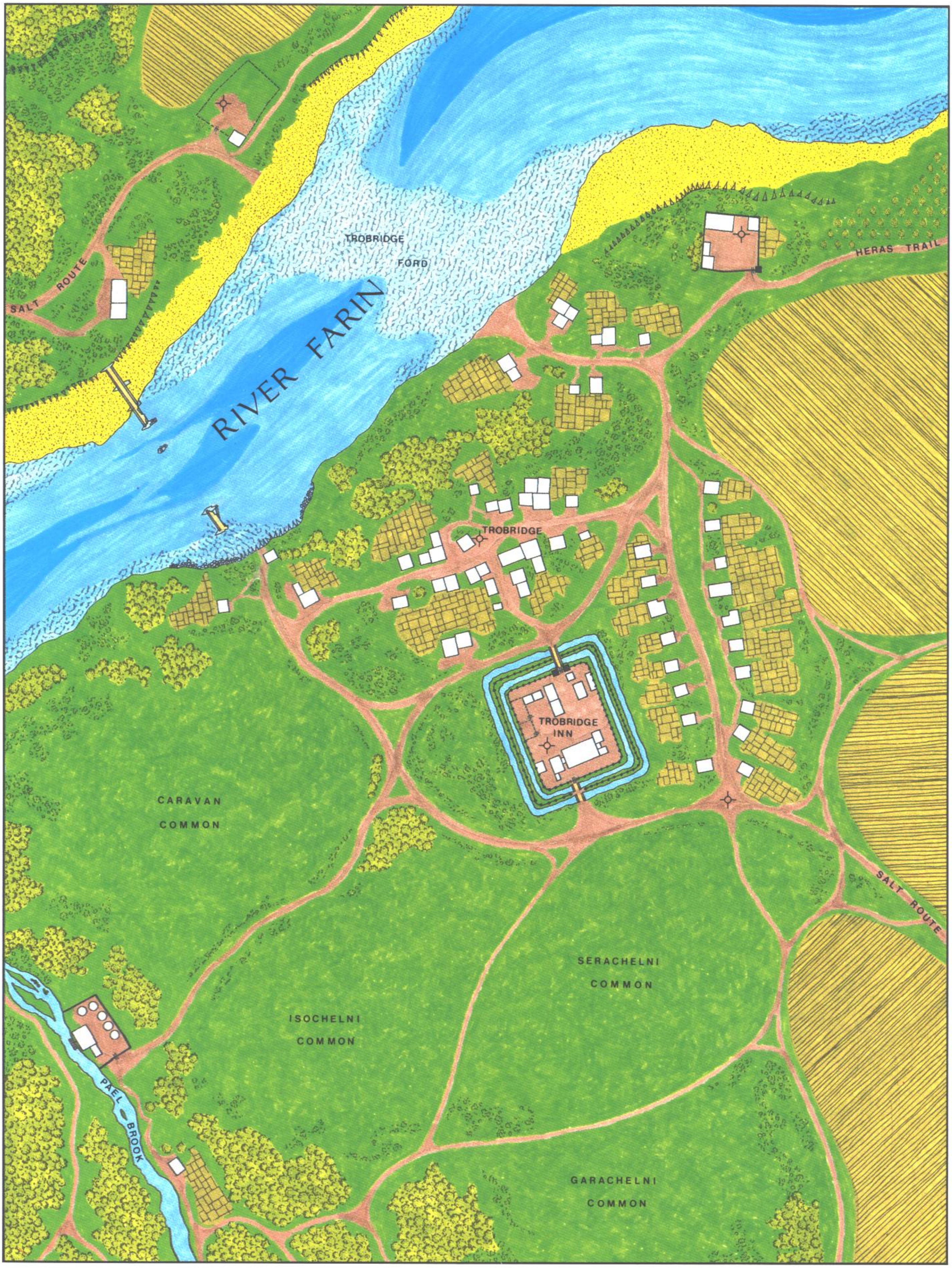
TROBRIDGE INN
COMMON MAP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TROBRIDGE FORD
RIVER FARIN
SALT ROUTE
HERAS TRAIL
TROBRIDGE
TROBRIDGE INN
CARAVAN COMMON
SERACHELNI COMMON
SALT ROUTE
ISOCHELNI COMMON
PAEL BROOK
GARACHELNI COMMON

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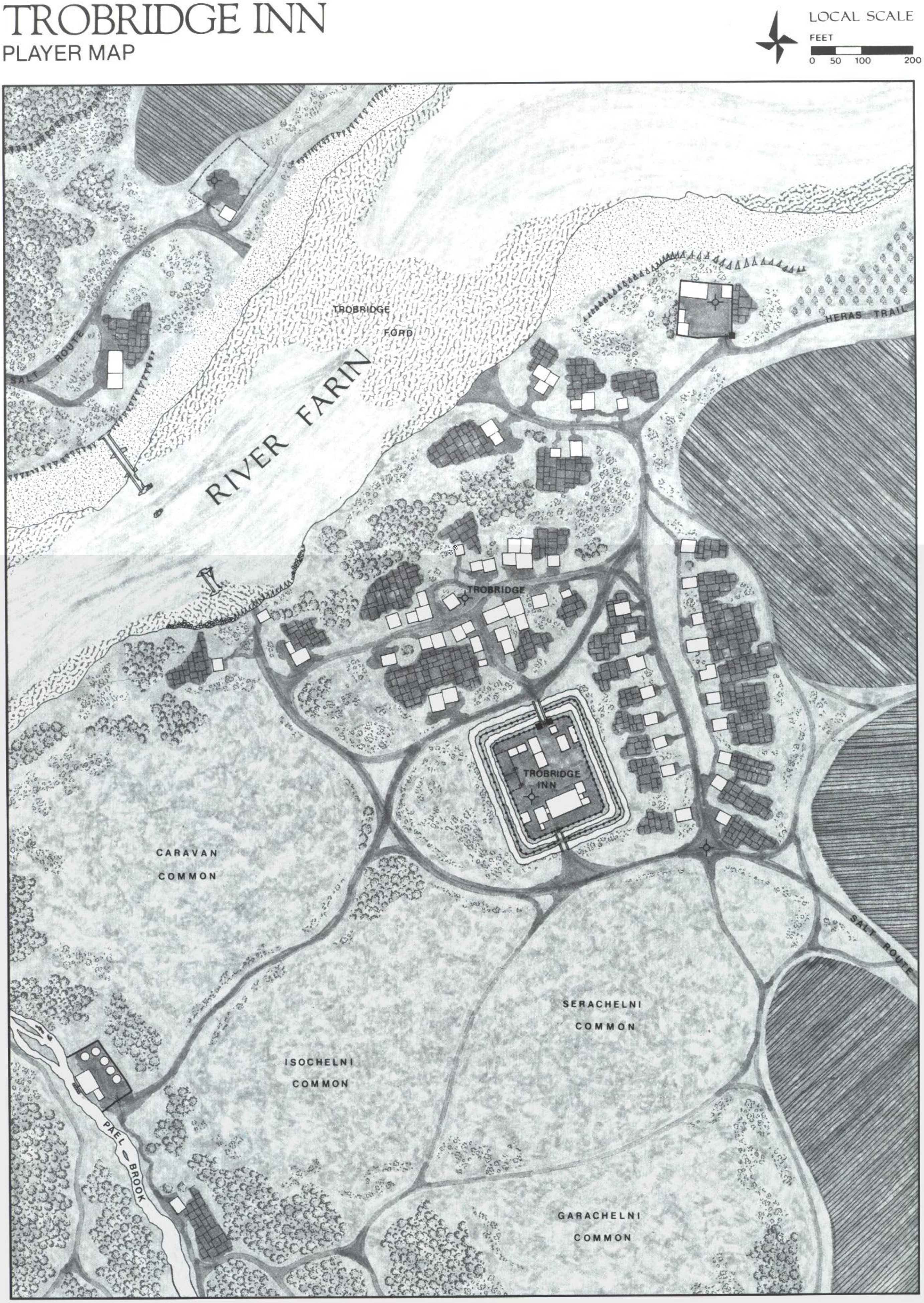
TROBRIDGE INN
PLAYER MAP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CARAVAN COMMON
SERACHELNI COMMON
ISOCHELNI COMMON
GARACHELNI COMMON
SALT ROUTE
PAEL BROOK

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KIBAN
COMMON MAP

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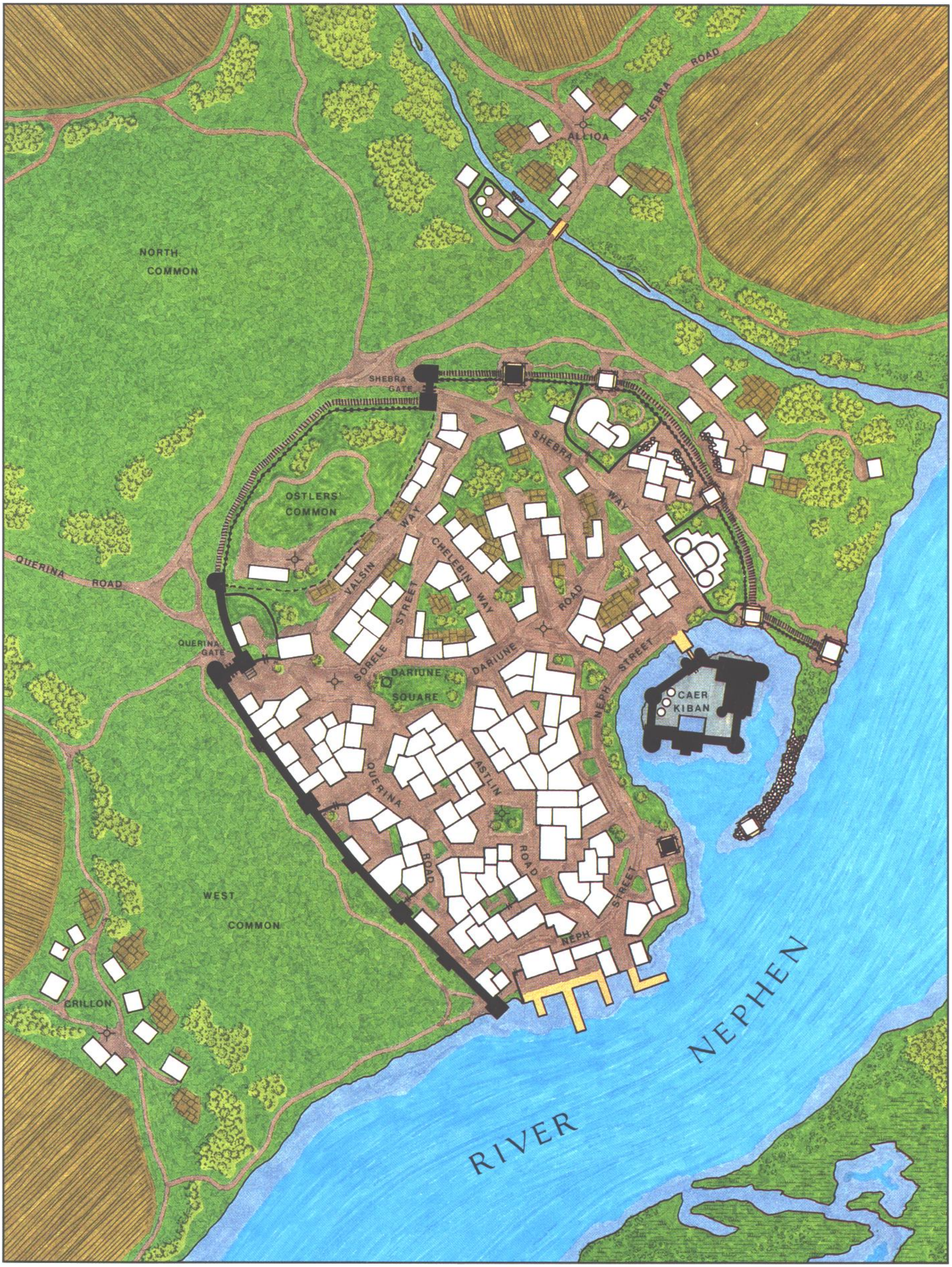
ALLIOA
SHEBRA ROAD
NORTH COMMON
SHEBRA GATE
OSTLERS' COMMON
QUERINA ROAD
QUERINA GATE
VALSIN WAY
SHEBRA WAY
SORELE STREET
CHELEBIN WAY
ROAD
DARIUNE
DARIUNE SQUARE
NEPH STREET
CAER KIBAN
QUERINA ROAD
ASTLIN ROAD
STREET
NEPH
WEST COMMON
CRILLON
RIVER NEPHEN

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KIBAN
PLAYER MAP

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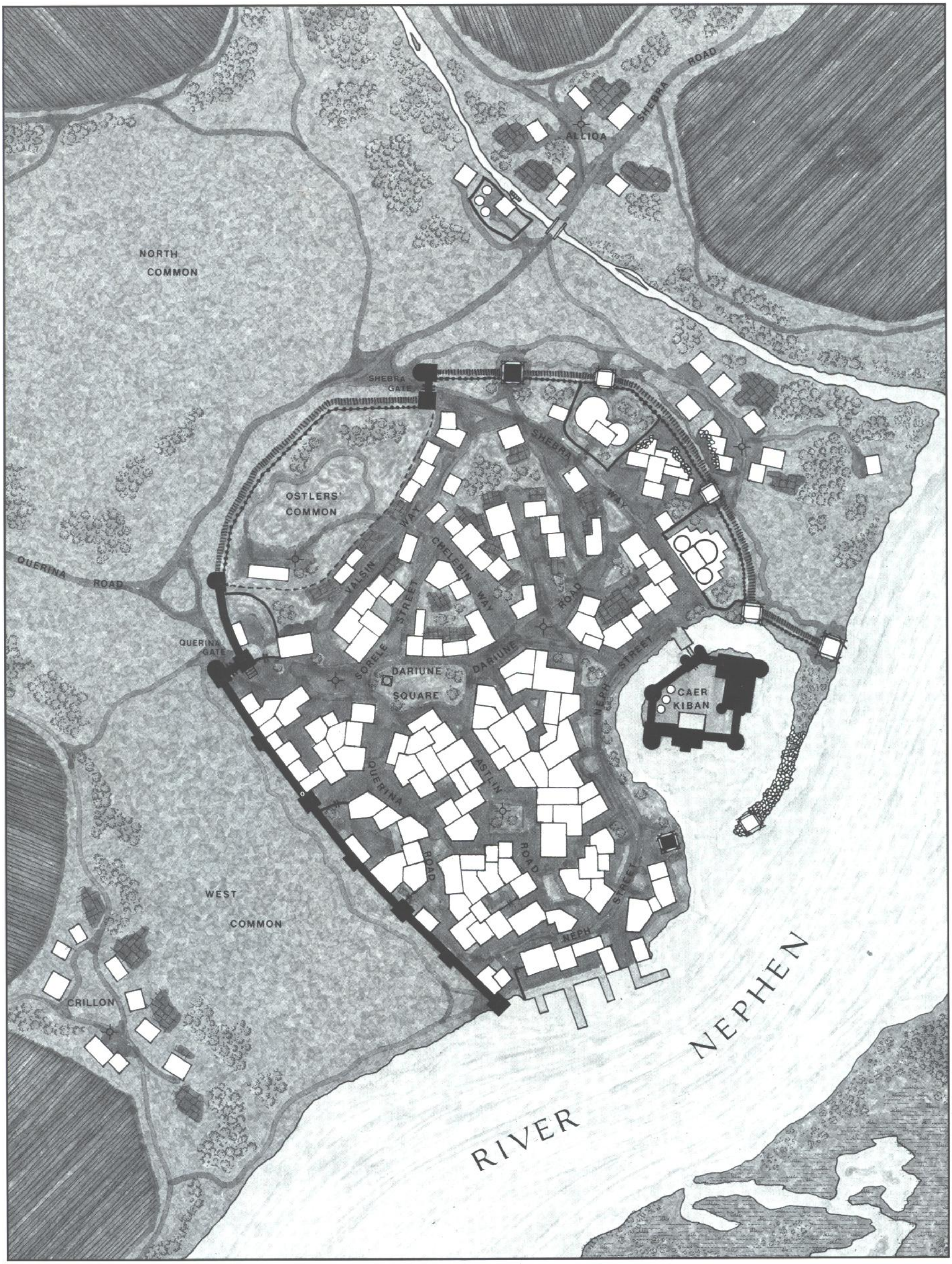
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ALLIOA
NORTH COMMON
SHEBRA GATE
OSTLERS' COMMON
QUERINA ROAD
VALSIN WAY
CHELEBIN WAY
SHEBRA WAY
ROAD
QUERINA GATE
SORELE STREET
DARIUNE SQUARE
DARIUNE
NEPH STREET
CAER KIBAN
QUERINA ROAD
ASTLIN ROAD
WEST COMMON
CRILLON
NEPH STREET
RIVER NEPHEN

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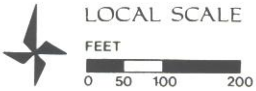
ELKALL-ANUZ

COMMON MAP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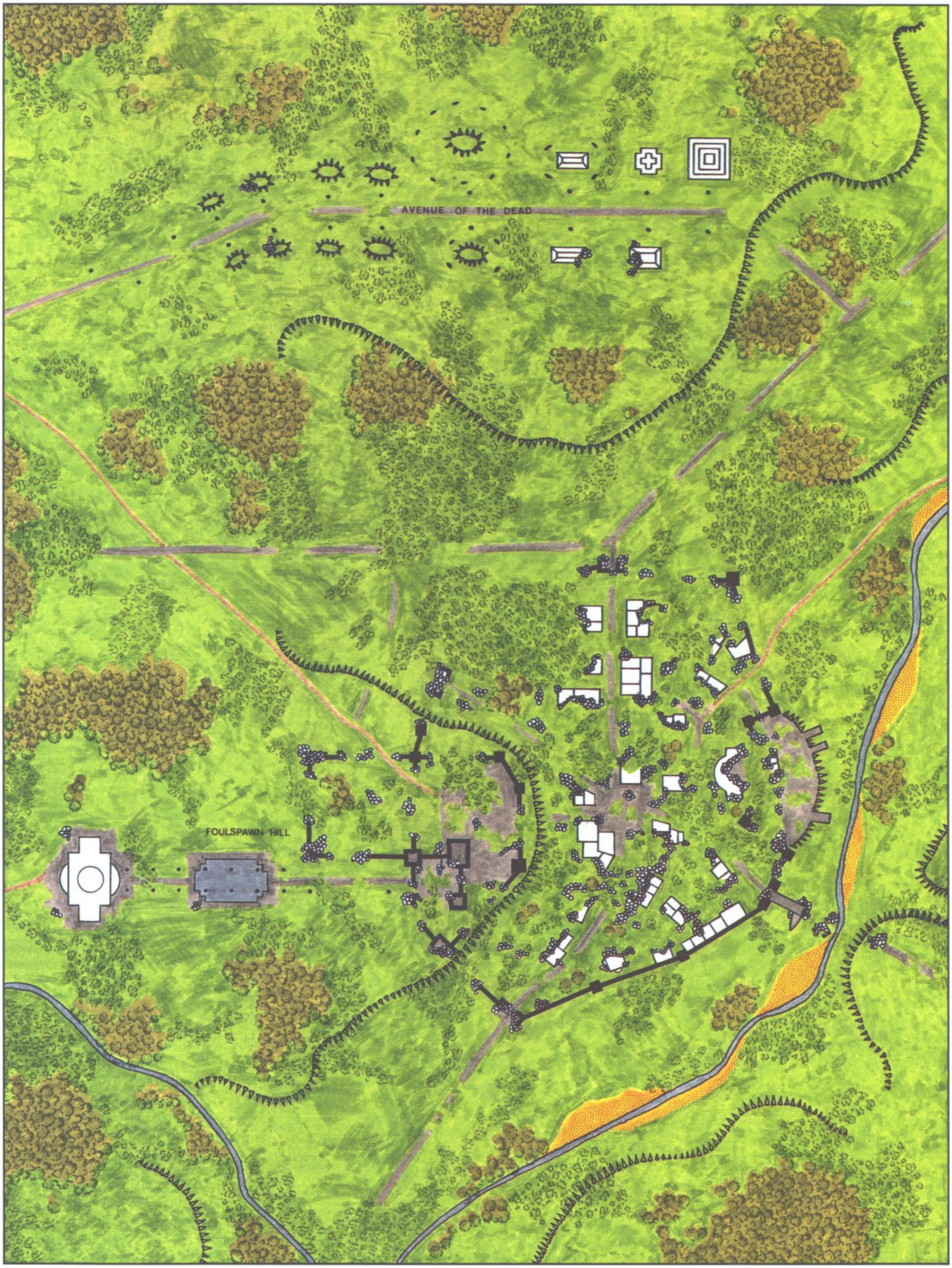
AVENUE OF THE DEAD
FOULSPAWN HILL

BRIAN CLEMENS

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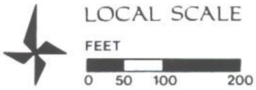
ELKALL-ANUZ
PLAYER MAP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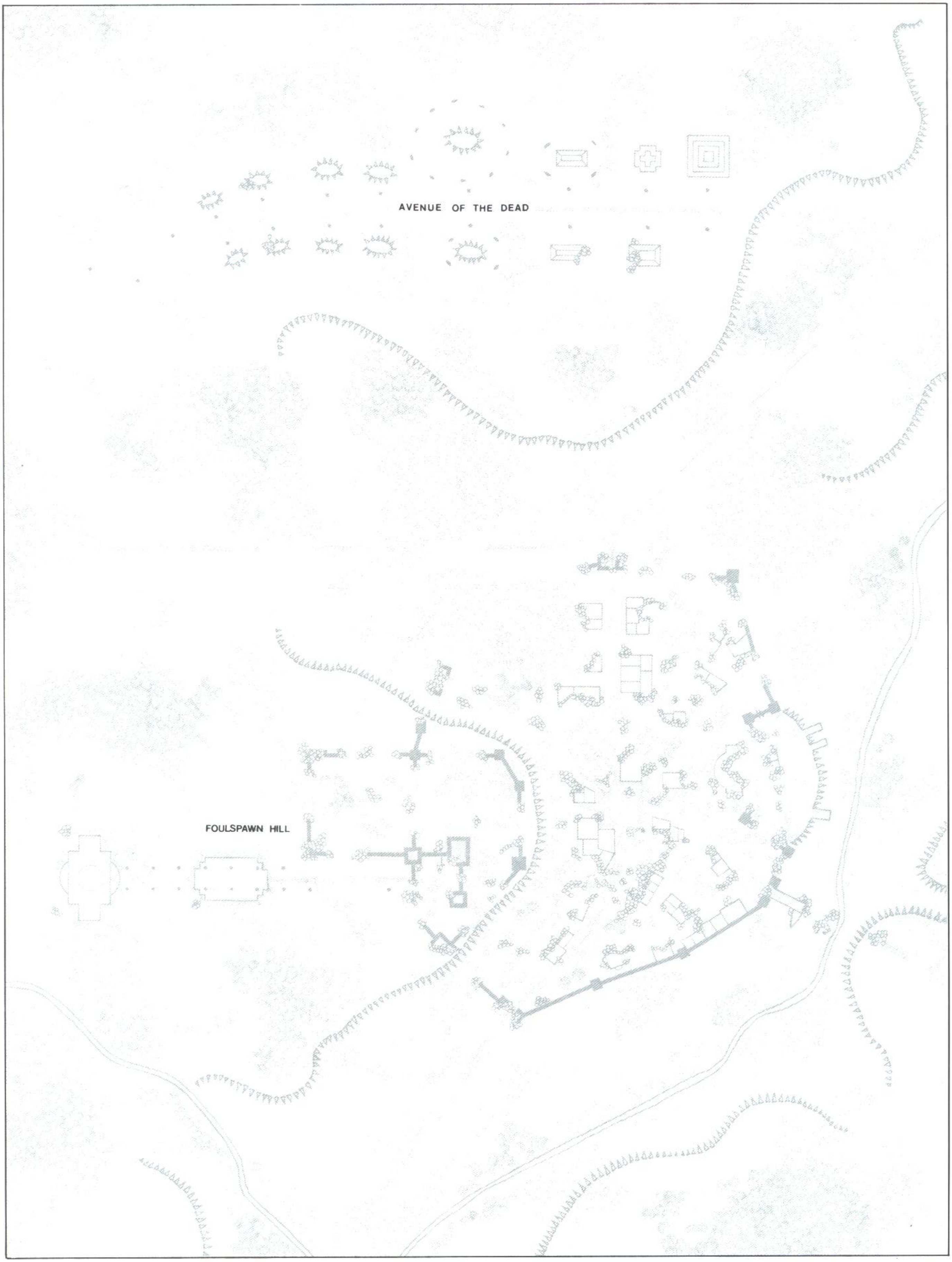
AVENUE OF THE DEAD
FOULSPAWN HILL

BRIAN CLEMENS

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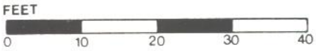
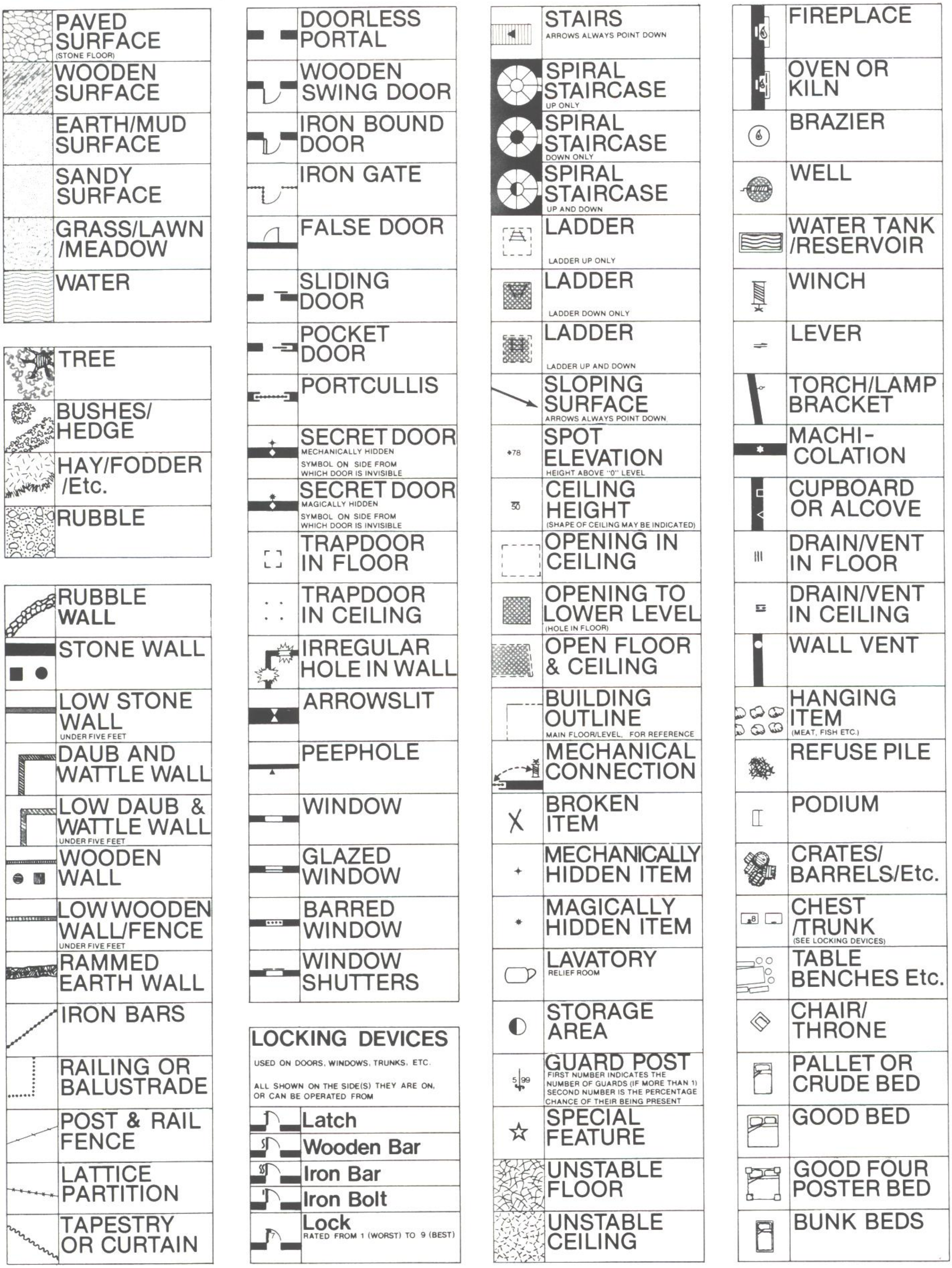
INTERIOR KEY





- PAVED SURFACE (STONE FLOOR)
- WOODEN SURFACE
- EARTH/MUD SURFACE
- SANDY SURFACE
- GRASS/LAWN /MEADOW
- WATER

- TREE
- BUSHES/ HEDGE
- HAY/FODDER /Etc.
- RUBBLE

- RUBBLE WALL
- STONE WALL
- LOW STONE WALL UNDER FIVE FEET
- DAUB AND WATTLE WALL
- LOW DAUB & WATTLE WALL UNDER FIVE FEET
- WOODEN WALL
- LOW WOODEN WALL/FENCE UNDER FIVE FEET
- RAMMED EARTH WALL
- IRON BARS
- RAILING OR BALUSTRADE
- POST & RAIL FENCE
- LATTICE PARTITION
- TAPESTRY OR CURTAIN

- DOORLESS PORTAL
- WOODEN SWING DOOR
- IRON BOUND DOOR
- IRON GATE
- FALSE DOOR
- SLIDING DOOR
- POCKET DOOR
- PORTCULLIS
- SECRET DOOR MECHANICALLY HIDDEN SYMBOL ON SIDE FROM WHICH DOOR IS INVISIBLE
- SECRET DOOR MAGICALLY HIDDEN SYMBOL ON SIDE FROM WHICH DOOR IS INVISIBLE
- TRAPDOOR IN FLOOR
- TRAPDOOR IN CEILING
- IRREGULAR HOLE IN WALL
- ARROWSLIT
- PEEPHOLE
- WINDOW
- GLAZED WINDOW
- BARRED WINDOW
- WINDOW SHUTTERS

LOCKING DEVICES

USED ON DOORS, WINDOWS, TRUNKS, ETC.

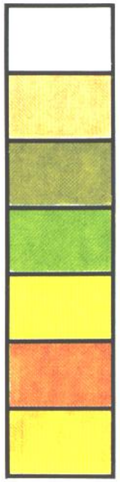
ALL SHOWN ON THE SIDE(S) THEY ARE ON, OR CAN BE OPERATED FROM

- Latch
- Wooden Bar
- Iron Bar
- Iron Bolt
- Lock RATED FROM 1 (WORST) TO 9 (BEST)

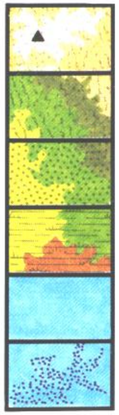
- STAIRS ARROWS ALWAYS POINT DOWN
- SPIRAL STAIRCASE UP ONLY
- SPIRAL STAIRCASE DOWN ONLY
- SPIRAL STAIRCASE UP AND DOWN
- LADDER LADDER UP ONLY
- LADDER LADDER DOWN ONLY
- LADDER LADDER UP AND DOWN
- SLOPING SURFACE ARROWS ALWAYS POINT DOWN.
- SPOT ELEVATION HEIGHT ABOVE "0" LEVEL
- CEILING HEIGHT (SHAPE OF CEILING MAY BE INDICATED)
- OPENING IN CEILING
- OPENING TO LOWER LEVEL (HOLE IN FLOOR)
- OPEN FLOOR & CEILING
- BUILDING OUTLINE MAIN FLOOR/LEVEL, FOR REFERENCE
- MECHANICAL CONNECTION
- BROKEN ITEM
- MECHANICALLY HIDDEN ITEM
- MAGICALLY HIDDEN ITEM
- LAVATORY RELIEF ROOM
- STORAGE AREA
- GUARD POST FIRST NUMBER INDICATES THE NUMBER OF GUARDS (IF MORE THAN 1) SECOND NUMBER IS THE PERCENTAGE CHANCE OF THEIR BEING PRESENT
- SPECIAL FEATURE
- UNSTABLE FLOOR
- UNSTABLE CEILING

- FIREPLACE
- OVEN OR KILN
- BRAZIER
- WELL
- WATER TANK /RESERVOIR
- WINCH
- LEVER
- TORCH/LAMP BRACKET
- MACHI- COLATION
- CUPBOARD OR ALCOVE
- DRAIN/VENT IN FLOOR
- DRAIN/VENT IN CEILING
- WALL VENT
- HANGING ITEM (MEAT, FISH ETC.)
- REFUSE PILE
- PODIUM
- CRATES/ BARRELS/Etc.
- CHEST /TRUNK (SEE LOCKING DEVICES)
- TABLE BENCHES Etc.
- CHAIR/ THRONE
- PALLET OR CRUDE BED
- GOOD BED
- GOOD FOUR POSTER BED
- BUNK BEDS

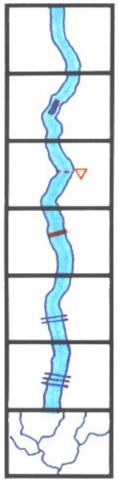
ATLAS HARNICA KEY



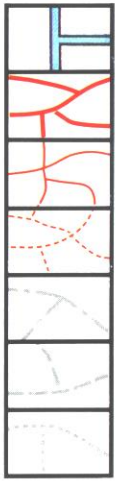
- ICE, SNOW OR ROCKFIELD
- ALPINE VEGETATION
- NEEDLELEAF FOREST
- MIXED FOREST
- WOODLAND
- HEATH
- CROPLAND AND PASTURE



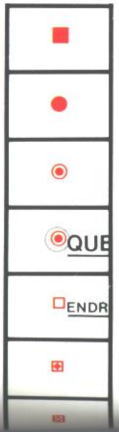
- PEAK
- MOUNTAINS
- HILLS
- MARSHLAND
- WATER
- REEF



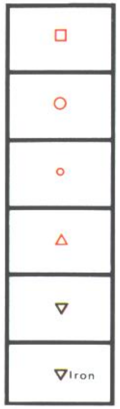
- RIVER
- FORD
- FERRY
- BRIDGE
- CATARACT
- RAPIDS
- STREAM



- CANAL
- PAVED ROAD
- UNPAVED ROAD
- TRAIL OR RURAL TRACK
- NATIONAL BOUNDARY
- SHIRE OR PROVINCIAL BORDER
- HUNDRED OR DISTRICT BOUNDARY

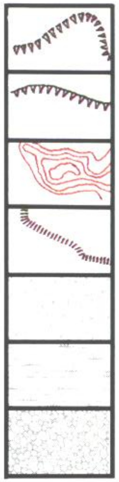


- WALLED TOWN
- CASTLE
- KEEP
- SHIRE MOOT OR PROVINCIAL CAPTL
- HUNDRED MOOT OR DISTRICT CAPTL
- RELIGIOUS INSTITUTION
- FIGHTING ORDER

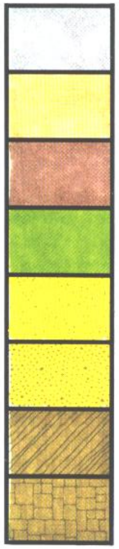


- MANOR/VILLAGE (STONE FORTIFICATION)
- MANOR/VILLAGE (WOODEN FORTIFICATION)
- MANOR/VILLAGE (UNFORTIFIED)
- TOLLHOUSE (ROYAL OR STATE)
- POINT OF INTEREST
- MINE OR QUARRY

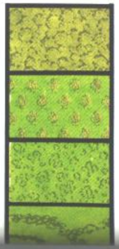
LOCAL KEY



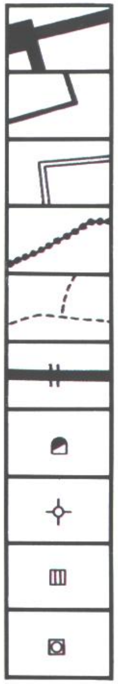
- SCARP (ARROWS POINT DOWN)
- CLIFF (ARROWS POINT DOWN)
- CONTOUR
- DITCH
- ROUGH/BROKEN TERRAIN
- BOG/SWAMP
- RUBBLE/LOOSE ROCK



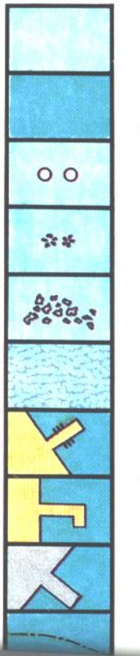
- STONE SURFACE
- WOOD SURFACE
- EARTH/MUD SURFACE
- GRASSY SURFACE
- SANDY SURFACE
- GRAVEL SURFACE
- ARABLE FIELD OR CROPLAND
- VEGETABLE PLOTS



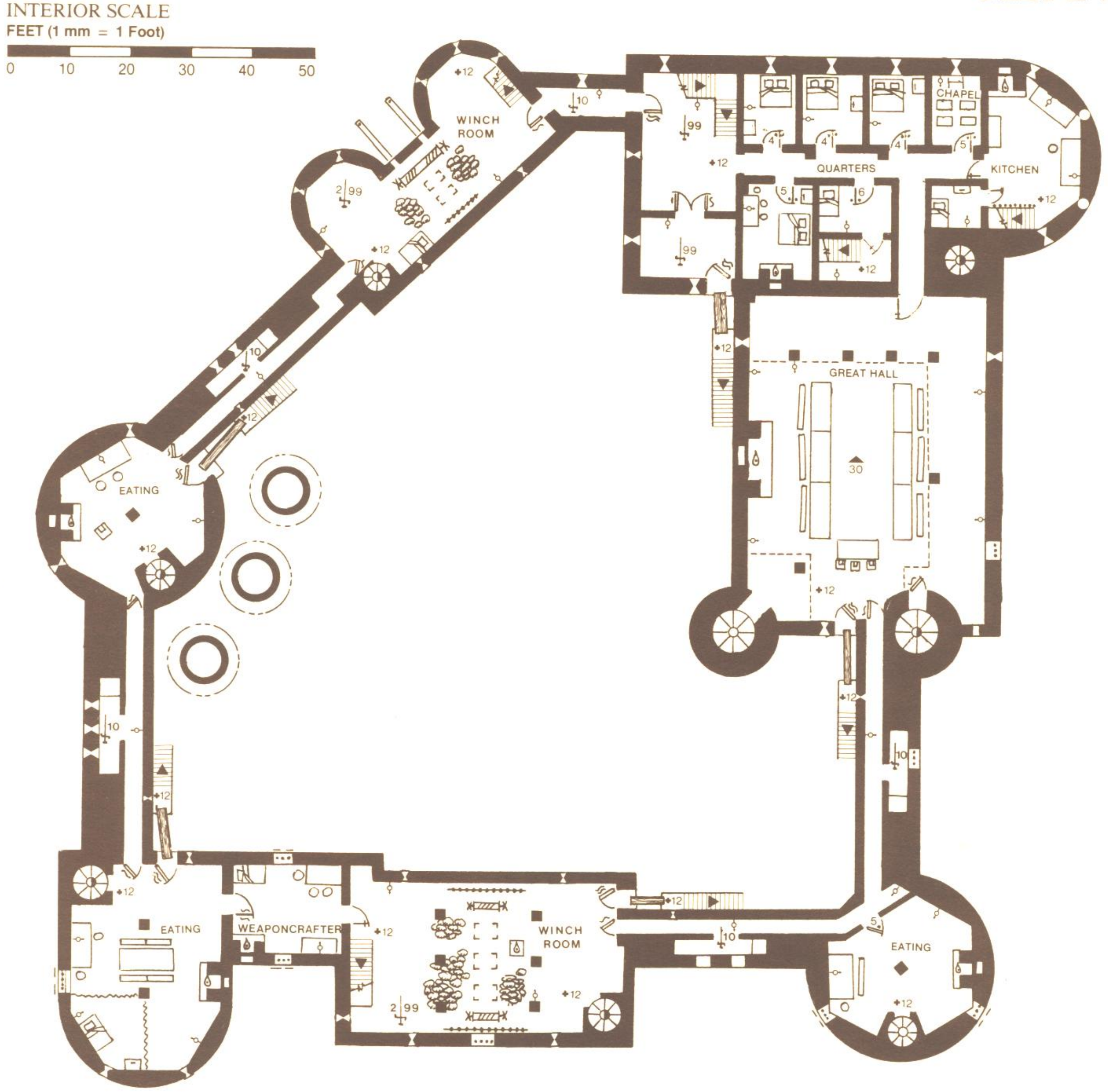
- TREES
- ORCHARD
- BUSHES
- HEDGE



- FORTIFIED STRUCTURE OR WALL
- STONE WALL
- LOW WALL
- PALISADE
- FENCE
- IMPORTANT GATE
- CAVE/TUNNEL ENTRANCE
- OUTDOOR WELL OR FOUNTAIN
- PILLORY (STOCKS)
- GALLOWS/BLOCK OR EXECUTION SITE



- OPEN WATER (0-15' DEPTH)
- OPEN WATER (OVER 15' DEPTH)
- PILINGS
- SUBMERGED PILINGS
- SUBMERGED ROCKS
- SUBMERGED SAND OR MUD BAR
- FLOATING JETTY
- WOOD JETTY
- STONE JETTY
- LOG BOOM



Second Floor

On this level Dariune Keep has working offices and a small austere chapel that is used by both followers of Larani and Peoni. The largest sleeping quarters are for the Chamberlain. The rest are for administrators, advisors and clerks.

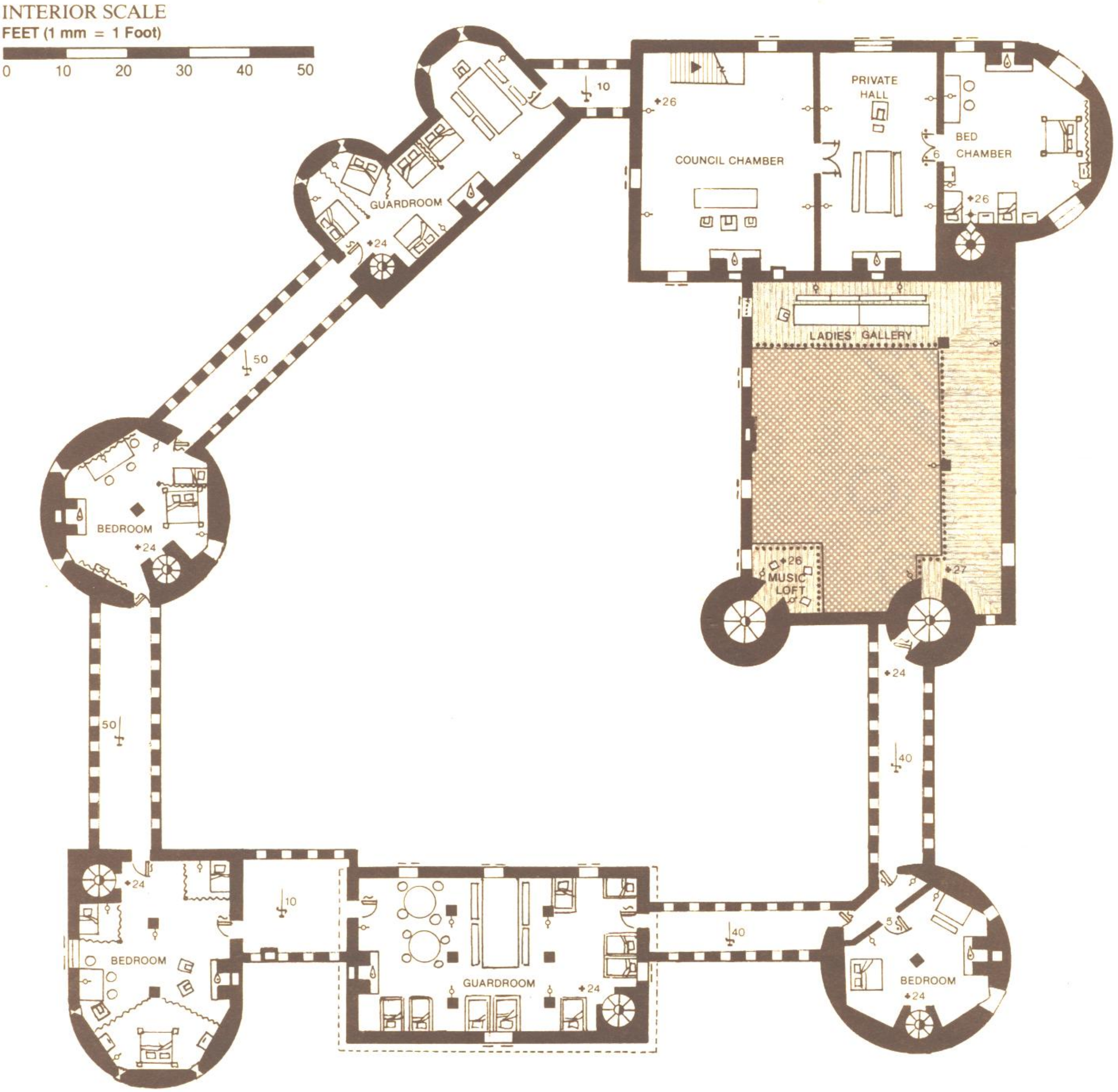
The Great Hall, in Dariune Keep is used when the Earl invites important guildsmen and visiting nobility for feasts. This level is given to the men and their dogs (women of course sit on the balcony above). After a feast all but the most gentle of guests usually pass out and sleep the night in the hall.

The Prison tower has an eating area on this level that connects to the sleeping area above.

The Winch Room in the Nephen Gate House controls the water way below with two portcullises and three murder holes. There is a supply of rocks for the murder holes. A supply of water is also kept here for extinguishing fires below.

The room adjoining the Winch Room is that of Curroll of Callisa, a bonded weaponcrafter. The West Hawk and Northwest towers have dining rooms, and the Main Gate has a Winch Room, similar to that of the Nephen gate house.

Notice that the walls connecting each tower have guard posts built into them, each one with a pit latrine, opening to the river below. Also all entrances to towers are at this level, with a plank that can be removed.


INTERIOR SCALE
FEET (1 mm = 1 Foot)
0
10
20
30
40
50
10
26
COUNCIL CHAMBER
PRIVATE HALL
6
BED CHAMBER
26
GUARDROOM
24
LADIES' GALLERY
50
BEDROOM
24
26
MUSIC LOFT
27
24
50
40
24
BEDROOM
10
GUARDROOM
24
40
5
BEDROOM
24

Third Floor

Dariune Keep contains the Earl's council room, where he holds his court. Adjoining that is the private chamber; only the most honoured of guests are invited to dine here. Lord Dariune sleeps in the inner chamber accompanied by two manservants; this chamber has a secret stairway that goes down to the ground level and then to a flooded tunnel into the river.

In the great hall there is a balcony for the ladies; it is traditional that they dine separately. On special occasions musicians occupy the music loft on the other side.

The top two floors of the prison tower are for distinguished prisoners. This part of the prison is considerably more comfortable than the bottom level of the prison tower.

The top of the Nephen gate house holds the upper barracks, considered quite comfortable by Kaldorian barrack standards, it holds the castle garrison of twenty foot soldiers and five archers. On the roof above there are machicolations to attack boats in the moat and a catapult to hurl javelins.

Next to the Earl's own chambers the suite in Westhawk Tower is the most luxurious in the castle. Usually used by the most honoured guest, except for the King who will use the Earl's quarters.

The Northwest tower is used as a guest tower for less important guests.

The Main Gate house, houses the normal complement of five men at arms. Their quarters are slightly better than the upper barracks, as befits their station.

THE INN

Trobridge Inn is located at the western end of the Chelna Gap on the Farin River south of Lake Heras. The only permanent settlement for leagues about, Trobridge is also a village of over fifty households. While it resembles a typical manorial settlement, Trobridge's government is diffuse and ambiguous. The fortified inn was built in 646 with financing from the Mercantylers' Guild under a special charter from the Mangai. The inn is operated by Terlin of Wesindan, a freemaster innkeeper, who pays a 20% share of his profits to the Mercantylers' Guild plus his normal dues to the Innkeepers' Guild.

Wesindan maintains a force of 20-40 mercenaries depending on the season and his financial situation. There are accomodations for 32 ordinary soldiers in the barracks and north gatehouse. Eight "NCOs" and the guard captain have quarters adjoining the inn itself. The mercenaries are mainly to defend the inn from Kurson of Ondailis and keep order within the compound; it is realized that the Chelni tribes who surround the settlement could obliterate it any time they wished. Both King Miginath of Kaldor and members of the Thardic Senate covet Trobridge as a useful outpost. The inn is the principal layover for caravans and travellers between these two states. The Sindarin occasionally come here to trade. Every spring Trobridge is the site of the Chelni Gather. Virtually the entire Chelni nation comes to camp on the commons and hold their annual festival.

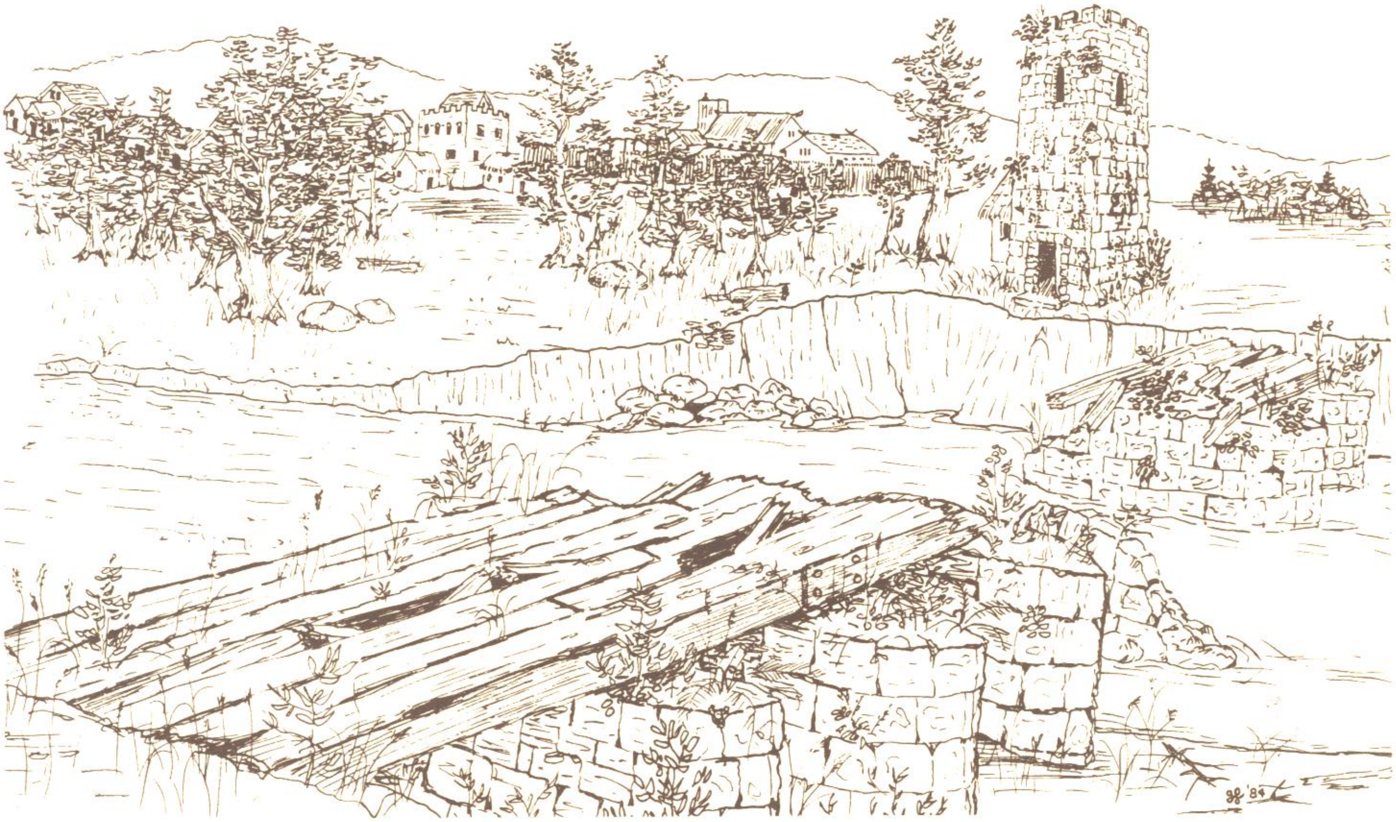
THE BRIDGE

There have been various bridges on the site. The first was built by Lothrim to enhance communications in his empire; several of the stone supports date back to his day. The most recent reconstruction was begun in 648 and completed in 651 because wagons were being lost in the boggy riverbottom of the ford. This structure was washed away in 717. The construction of a new bridge awaits the accumulation of sufficient capital; a toll (standard) is charged at the ford to this end. The name Trobridge, originally Troll's Bridge, dates from the time of Lothrim. There are no recent reports of such creatures in connection with the bridge.

KURSON OF ONDAILIS

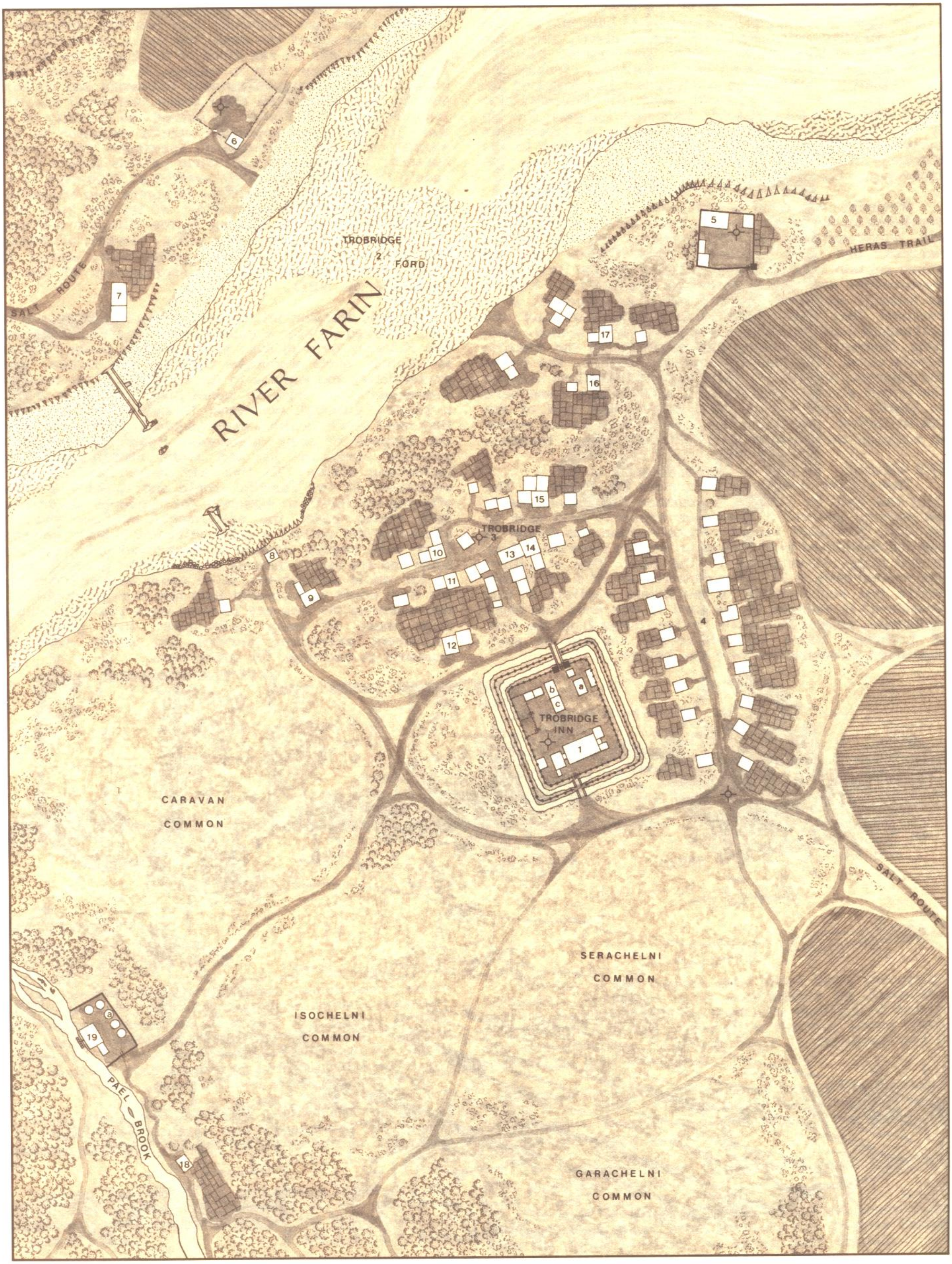
Ondailis' father, Marakai, hailed from Lerenil in Chybisa where his activities won him the disfavour of both the Baron and the small but nasty Lia-Kavair. On moving to Kaldor he ran afoul of the king's law and was forced to swim the Kald to escape. In the Kathela Hills he gathered a group of outcast tribesmen and Kaldoric outlaws to prey on the local tribes and small caravans travelling the Salt Route. He earned the hostility of the Kath by taking an important chief's daughter to wife against her will. Eventually, pressure from bounty hunters, the Kath, and Kaldoric patrols forced him to vacate the area in haste. He arrived at Trobridge in 688 and proceeded to intimidate the villagers into supporting him and his men. The innkeeper of the day took little interest in the matter as long as the villagers continued to sell him food. Within a few years, Marakai of Ondailis had won control of the whole settlement, except for those parts already under the protection of the inn (noticibly the mill).

In 718, Marakai let his normal caution lapse and his wife managed to slip a knife between his ribs. His only son Kurson, born in 696, soon assumed power. Kurson is slightly more moderate than was his father, more pretentious, and aspires to the mystique of the nobility. Consequently he tries to model his "fief" after that of a knight, although he seems to believe in the theory that most noble families have acquired their power over the corpses of their opponents. He hopes one day to somehow sieze the inn and attain recognition of his fiefholding status. To this end he periodically sends embassies to the Thardic senate and to King Miginath offering his fealty in exchange for a proper knighthood. Both states covet the settlement, but are wary of alienating the guilds; a guild interdict is very serious. They also regard Kurson as barbarian-loving peasant scum and are highly dubious of his ability to gain control of the whole settlement. If he could deliver Trobridge Inn they would undoubtedly take him more seriously. In the meantime his men are in some ways indistinguishable from those of many fiefholders; they patrol the settlement extracting service and wealth from the peasants in exchange for protection.



TROBRIDGE INN
GM MAP

LOCAL SCALE
FEET
0 50 100 200


RIVER FARIN
TROBRIDGE
2
FORD
SALT ROUTE
HERAS TRAIL
TROBRIDGE
3
TROBRIDGE INN
1
a
b
c
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
a
CARAVAN COMMON
SERACHELNI COMMON
ISOCHELNI COMMON
GARACHELNI COMMON
PAEL BROOK
SALT ROUTE

RON GIBSON GARRY STEINHILBER

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1. TROBRIDGE INN (Terlin of Wesindan)
Size: 12 Quality: *** Prices: high
[a] House of Erlindis, freemaster woodcrafter. [b] Hall of the Mangai (a member's hostel). [c] House of Grepile, freemaster weaponcrafter, and House of Olsath, freemaster metalsmith. See interior map (page 4) for inn details.

2. TROBRIDGE FORD
Since the bridge washed out in 717, this has been the only crossing over the Farin for Salt Route traffic. Kurson of Ondailis levies standard tolls to cross here, ostensibly to build a new bridge. Those who refuse to pay (a toll on a ford is rare) are beaten and robbed, sometimes killed.

3. VILLAGE OF TROBRIDGE
The villagers, mainly former tribesmen or social misfits, farm the open fields to the east and south. Many keep livestock on the commons and tend private vegetable plots. Almost all households pay some kind of tribute to Kurson of Ondailis and live in a state of informal serfdom to the resident brigands. Trobridge attracts outlaws and misfits from all over Harn. A few settle in the village, but most find employment with Kurson of Ondailis.

4. UPPER TROBRIDGE
This part of the village is of more recent construction. The cottages are more pleasant and the tenants more prosperous. They are all firmly under the control of Ondailis.

5. ONDAILIS MANOR
The name preferred by Kurson although most would call this pretentious. The "manorhouse" is situated in the northwest corner of the compound. The second largest building is a stable operated by bonded master Irikis of Ethael. See also [6]. In addition to his family of about eight, there are ten or twenty "retainers" in residence at any given time. There is an orchard to the east, planted in 716 but yet to yield a reasonable crop.

6. OSTLER/TOLLHOUSE
The ostler's yard is owned by Kurson, and administered by his bondsman [5]. The building has two functions; a stable and a guardhouse for Kurson's toll-collectors, who are kept well armed.

7. HIDEWORKER (Jarinal of Uthlaften)
Size: 6 Quality: ** Prices: average
The tannery is the northern building. The inn's own tannery is able to meet most of the inn's day to day needs. Uthlaften does most of his business with the Chelni. For much of the year the tannery is used as a stable for his several score livestock. He lives in the house to the south and grows vegetables in his own plot to the northeast.

8. OLD TOLLHOUSE
One of the village's few stone buildings. The old tollhouse was built at the same time as the bridge by Lothrim and has stood ever since. At 25' feet (three stories) it is the settlement's tallest structure and is used as a watchtower by Kurson of Ondailis. There was once a beacon located on the roof. The tower is noted for its unusual interior nd exterior wall reliefs which depict many different humanoid species. The tower's original purpose remains obscure, although some villagers will tell you that this was the womb of the foulspawn. There are creatures depicted on the interior walls of the second floor that vaguely resemble the Gargun and a trapdoor on the main floor leads to dank passages below. Other than Kurson's men, most locals will not approach the tower at night. In past years, sages often visited the site to study the carvings; their presence is now discouraged by the murderous thugs employed by Kurson.

9. CLOTHIER (Hirepa of Aphas)
Size: 6 Quality: ** Prices: average

10. MERCANTYLER/GLASSWORKER (Lysa of Amael)
Size: 3 Quality: *** Prices: high
Lysa acts as a clearing house for glasswares and other goods from the Shava Forest. Visiting Sindarin usually deal only with her. She trades silver and gold bullion, raw gems and the like for the products of Evael which she resells to passing mercantylers. Her business is very lucrative and her house is probably the most luxurious in Trobridge. It is also built like a small fortress; the granite walls are three feet thick and have no windows on the ground floor. The gate was crafted by a Sindarin metalsmith friend and is made of some kind of solid metal alloy that is both light and very strong. In addition to her two apprentices, she employs six full time (expert) swordsmen. She is a member of and pays dues to both the Glassworkers' and Mercantylers' guilds.

11. TENTMAKER (Rybal of Querind)
Size: 5 Quality: *** Prices: average
Querind does a good business with the Chelni and actually has to import extra tents to meet the demand.

12. PHYSICIAN (Hadael of Kardy)
Size: 2 Quality: **** Prices: average
Hadael hails from Melderyn. His skills are very good and some whisper he dabbles in magic. His abode is humble and his prices are low for a physician of his knowledge.

13. WOODCRAFTER (Nilosh of Habas)
Size: 4 Quality: *** Prices: average

14. TEMPLE OF SARAJIN
The clanhouse of the Maael family, from Orbaal, who are "missionaries" to the Chelni. The tribesmen who adhere to Sarajin bring food (etc.) to support the institution. The Maaels are often out among their flocks preaching.

15. THE SEVERED HAND (Chasar of Iabis)
Size: 6 Quality: *** Prices: average
By agreement with Terlin of Wesindan, Chasar will accept no overnight guests unless Trobridge Inn is full. There is no ostler. The tavern is often as quiet as a graveyard except in spring and autumn. Sometimes Chasar will even close the establishment and take a holiday during off times.

16. EMBALMER (Inain of Balis)
Size: 2 Quality: * Prices: average
Inain's guild credentials are forged. Although incompetent, the guild has not taken action against him, largely because he pays his dues regularly and supports Terlin of Wesindan against Kurson.

17. BROTHEL (Brelene of Rikisil)
Size: 8 Quality: ** Prices: average
Brelene owns 12 female slaves (some of them Kath beauties) and, needless to say, does very well during the Chelni gather and merchant caravan layovers. Brelene will pay 200-300d for a suitable female slave, sometimes 50% more if a Kath maiden.

18. APOTHECARY (Bral of Sharain)
Size: 2 Quality: *** Prices: high
Like many of his profession, Sharain does most of his business supplying common folk with placebos and love potions.

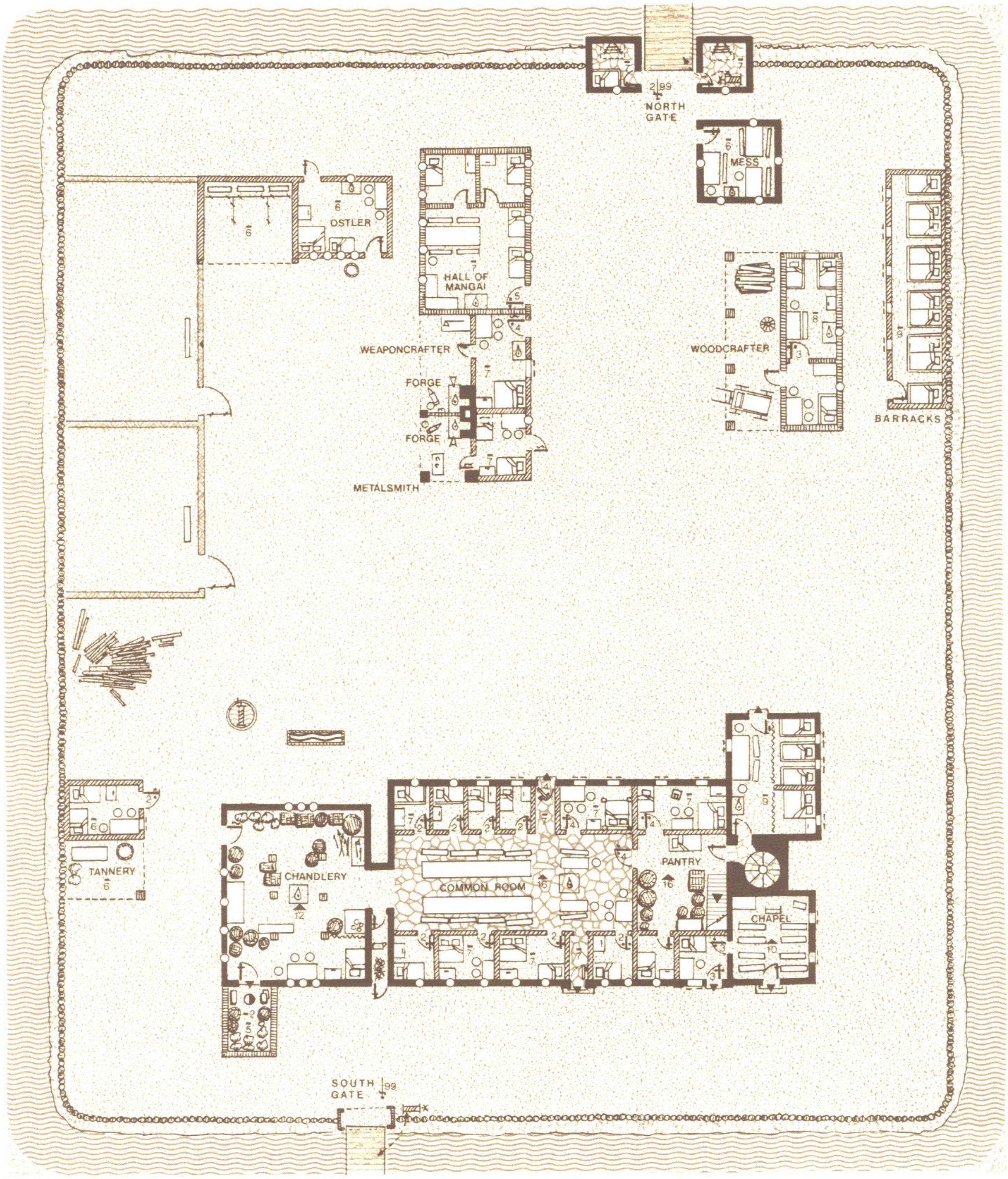
19. MILLER/MILLWRIGHT (Herl of Pherisa)
Size: 4 Quality: *** Prices: average
The mill is under the protection of the Inn rather than that of Kurson. [a] Granaries; most of Trobridge's grain is stored here.

TROBRIDGE INN 4

INTERIOR SCALE

FEET (1 mm = 1 Foot)

0 10 20 30 40 50


NORTH GATE
2 99
7
MESS
6
OSTLER
6
6
HALL OF MANGAI
7
5
4
WEAPONCRAFTER
FORGE
FORGE
METALSMITH
7
WOODCRAFTER
8
3
BARRACKS
9
TANNERY
6
2
CHANDLERY
12
COMMON ROOM
16
PANTRY
16
CHAPEL
10
9
SOUTH GATE
99

Anisha is located in the Felsha Mountains at the north end of Direna Lake. The site contains four main buildings and six smaller ones, distributed along a ruined paved avenue. To the west of the ruins is the village of Haruch. The ranges of three Gargun nations intersect in the vicinity: the Hyeka of Korego to the southwest are probably the least frequent visitors; the Viasal from Nizus are the most dangerous; and, the miscellaneous bands of Araki, collectively known as the Pryeh "nation", hunt close to Anisha. The Direna Valley also receives an undue share of migratory Ivashu because of the proximity of Misyn to the north; there are scattered colonies of Hru in the mountains nearby.

THE EARTHMASTERS

The Ancients were the first to build here. The central, largest structure is of their make, although it has been modified several times. Surrounding buildings are mostly later additions. As is the pattern with other Earthmaster sites, the builders came around 20,000 BT, built a megalithic structure around a Godstone, then departed quite suddenly after some five thousand years.

THE SINDARIN

The Sindarin, who arrived on Harn c.10,000 BT, noted Anisha's presence but seem to have taken little interest in the site. In their lore, Anisha, like most Earthmaster Sites, is a place to avoid. The elves generally get a feeling of discomfort in the vicinity of Godstones, because of their sensitivity to psychic phenomona. However, one tale of an elven visit to Anisha survives in the "Song of Eltherion". This is one of a few dozen Sindarin poems to pass into human tradition and is known throughout Harn. The tale, as is often the case with Sindarin tragedy, is of considerable length; only the part relative to Anisha is presented here. Of most interest to some are the references to Eltherion's weapons; he was a weaponcrafter of renowned skill.

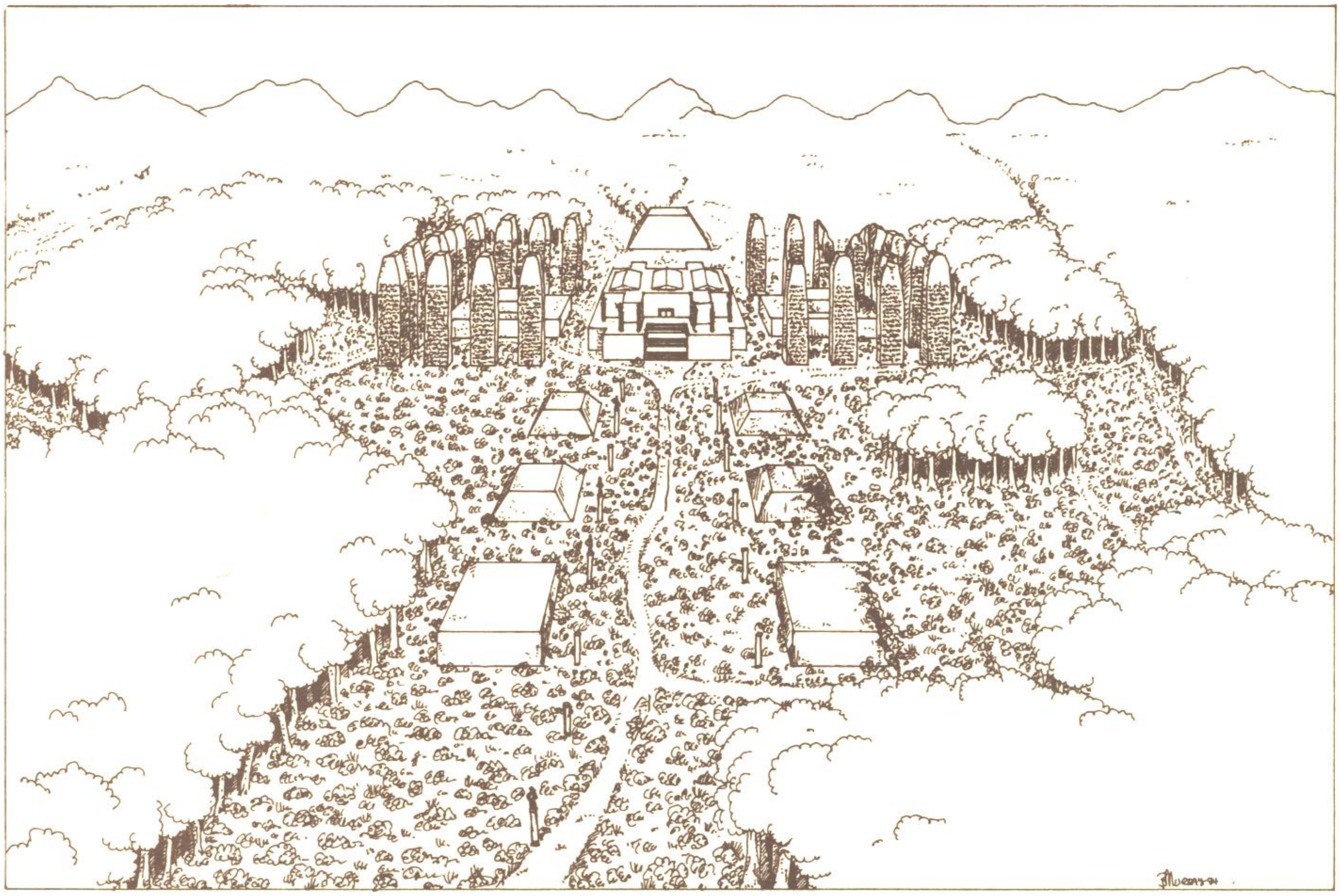
SONG OF ELTHERION

Eltherion, O wretched youth.
When touched by tragic pain,
All joy in Harn was lost to him,
His roots to seek again.
His lover slain, the fair Rynel,
Lost on their nuptial eve,
And vengence hollow proved anon
The more to make him grieve.

Wide lands he roamed. He slew the beast
That rent his snowy maid.
And more he slew of beast's foul kind
And all that spawn unmade.
But frost had settled on his soul,
His elven light was quelled;
His grieving cyth th could soothe him not
When vengence seemed compelled.

He weapons made, and more had wrought
His kin he left to walk
Where none could touch his soul again,
But fish and hind and hawk.
He made his fated, doúr way
To Harn's most ancient heart,
Where in those stark and aged peaks
Anisha lay apart.

By power of word, he entrance made
And sought the chamber dim.
Enchanted arms he laid aside
And none he took with him.
Songs he made of love's requite
And sang a mighty spell,
To cast his soul through gate to seek
His other-worldly hell.



THE KHUZDUL

The Khuzdul also visited the site a few times; they are not as sensitive to psionic effects as the Sindarin. Two or three mason clans of Azadmere record that their ancestors visited several (?) sites in the area to study the construction techniques; all report them baffling. The Khuzdul have since abandoned study of Earthmaster masonry.

THE JARIN

Around 600 BT a small band of Jarin known as the Mendar, fleeing from Lythian barbarians, settled in the Direna Valley. Having abandoned their chattels, and faced with the hostile environment of the Felsha Mountains, the Mendar soon adopted a hunting-gathering lifestyle to survive. They did not occupy the actual site of Anisha, viewing these mysterious ruins with some suspicion.

THE COMING OF TONDRAN

The oral histories of the Mendar recount the appearance of a stranger in their midst c.480 BT:

> "...then came Tondran, lost said he from another world, and none knew from whence he came, but he appeared of a sudden from the place of ruins and his garb was strange, and he was uncomely as of another land, and he spoke no tongue known to us...we took him in, and fed him, and he learned our ways and our speech,...and we did revere him, for surely he was one with the All, a great one, a god..."

Tondran clearly possessed knowledge and skills unknown to the Mendar. He established a hall of learning in the great central building of Anisha, taking in a few natives, training them in the lost arts of farming and metalcraft, benefits that were greatly appreciated by the Mendar. The rough Mendar encampment adjacent to Anisha was transformed into a flourishing village called Haruch. The villagers soon regarded Tondran as a divine, or semi-divine entity, his followers as priests. These sentiments were not discouraged by Tondran because they suited his plan to advance the cultural level of the natives. The Mendar provided the "temple" with food and other goods and services, but kept their distance. Tondran's scholar-priests studied in peace, taught as they could, and gradually raised the villagers' standard of living.

THE DEATH OF TONDRAN - THE PATRIARCHY

In 462 BT, Tondran apparently died of natural causes. His priesthood destroyed the body and told the villagers that he had left to work his miracles in other worlds. The villagers' grief and dismay were eased when they were told that Tondran had left his mantle to Herebon, the eldest of the scholar-priests. In this way a patriarchy was established, the leadership passing from one generation to the next. However, as Tondran faded from living memory, his heirs became emeshed in the divine mystique that had always been illusory. Two opposing schools of thought evolved; the Temple Faction and the Tondran Faction. The latter continued true to Tondran's teachings, viewing the subtle religious elements of their activities as a tool to placate and educate the Mendar. The Temple Faction believed in the absolute divinity of their founder and were soon caught up in a kind of religious fervour.

RELIGIOUS SCHISM

The two factions began to take opposite views of all issues almost on principle. The Temple Faction was esoteric and ritualistic; the Tondran Faction became almost irreligious, stressing lay scholarship and teaching. Inevitably, the factions split. In 284 BT, the Tondrans abandoned the temple and moved into the village. While the mystics hid themselves in the temple, issuing a stream of ambigious, religious decrees, the Tondrans gradually took over political control of the settlement. Noting that the villagers were very uneasy about the conflicts in their religion, the Tondrans decided that something had to be done to preserve their own status. Lewel Ankadis, the current leader of the Tondrans, seized the temple by force in 251 BT. Most of the temple priests were banished, although a few who resisted were slain.

THE SECULAR STATE

Lewel Ankadis now embarked on an ambitious policy of construction and expansion of Tondran philosophy. Under his guidance, the village of Haruch soon expanded into a small but prosperous town; the former Temple of Tondran was turned into a palace; and the Anisha site was transformed into an impressive government and scholarly complex, far in excess of local needs. Some say this was simply a case of over-zealous activity, but others claim it was part of a grander plan to extend Tondran philosophy beyond the Direna Valley. In any event, by comparison to most of Harn at this time, Anisha was a civilized oasis in a barbarian desert.

THE DEATH OF LEWEL ANKADIS

Lewel apparently believed that it was his duty to spread the Tondran philosophy throughout Harn. How this would be done is quite vague. Anisha had no military tradition; such skills had not been taught by Tondran and the Direna Valley had been ignored by the Lythian invaders who now occupied most of Harn. It seems Lewel genuinely believed that the superior Tondran culture would be welcomed by all. Together with most of his scholars and a small "army" of followers, Lewel set out in 239 BT to explore and civilize Harn. Unfortunately, the first barbarians encountered were the aggressive Chelni. Encamped on the northern shore of Lake Heras, the Tondrans were attacked by mounted Chelni warriors and Lewel, along with most of his retinue, were slain. Only a few survived to bear home their leader's body. At his funeral, the fallen were eulogised:

> "...and the world, unready for the wisdom we brought, the mighty have cast aside to lie broken on the altar of ignorance... in a finer age, when the world for fulfilment yearns, then shall we cross the ages to gift men with that which they have put aside..."

In the years that followed, the folk of Anisha/Haruch settled down to a quiet existence. The few surviving Tondrans were discouraged and leaderless; their influence gradually waned. By the first centrury TR, Anisha was little more than a well-preserved relic, deemed to be sacred by the the Mendar who had largely forgotten the ways of Tondran.

LOTHRIM

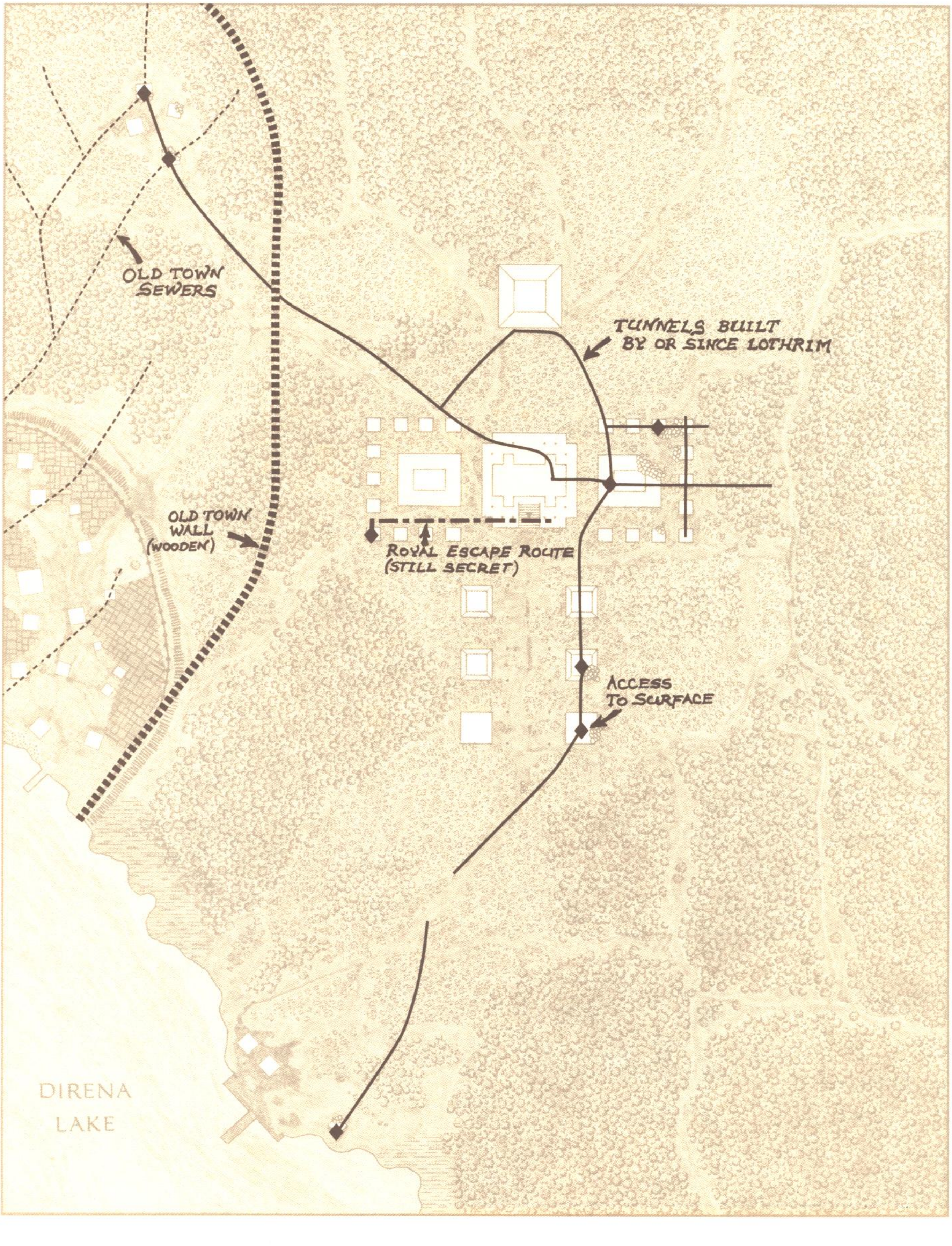
Lothrim learned of Anisha in his studies. In 117 TR, he brought a contingent of his Foulspawn to search the site for his personal grail, the Penultimate Tome. The Mendar were not unfriendly to the Foulspawner, but they would not allow anyone to enter their sacred site. Lothrim ordered in his Gargun, who had been camped out of sight, and set them loose on his unsuspecting hosts. As usual, the Foulspawn massacred as many as they could find; the fishing fleet and crops were burned, Haruch was laid waste. The survivors fled into the forests and mountains.

Lothrim now began a leisurely study of the ruins. He broke into some buildings, but entry to the palace and the tomb evaded him. He even began a number of tunnels, but the onset of winter frustrated his search, forcing him to return to Elkall-Anuz. Soon to perish during his great campaign to capture Kiraz, Lothrim never returned.

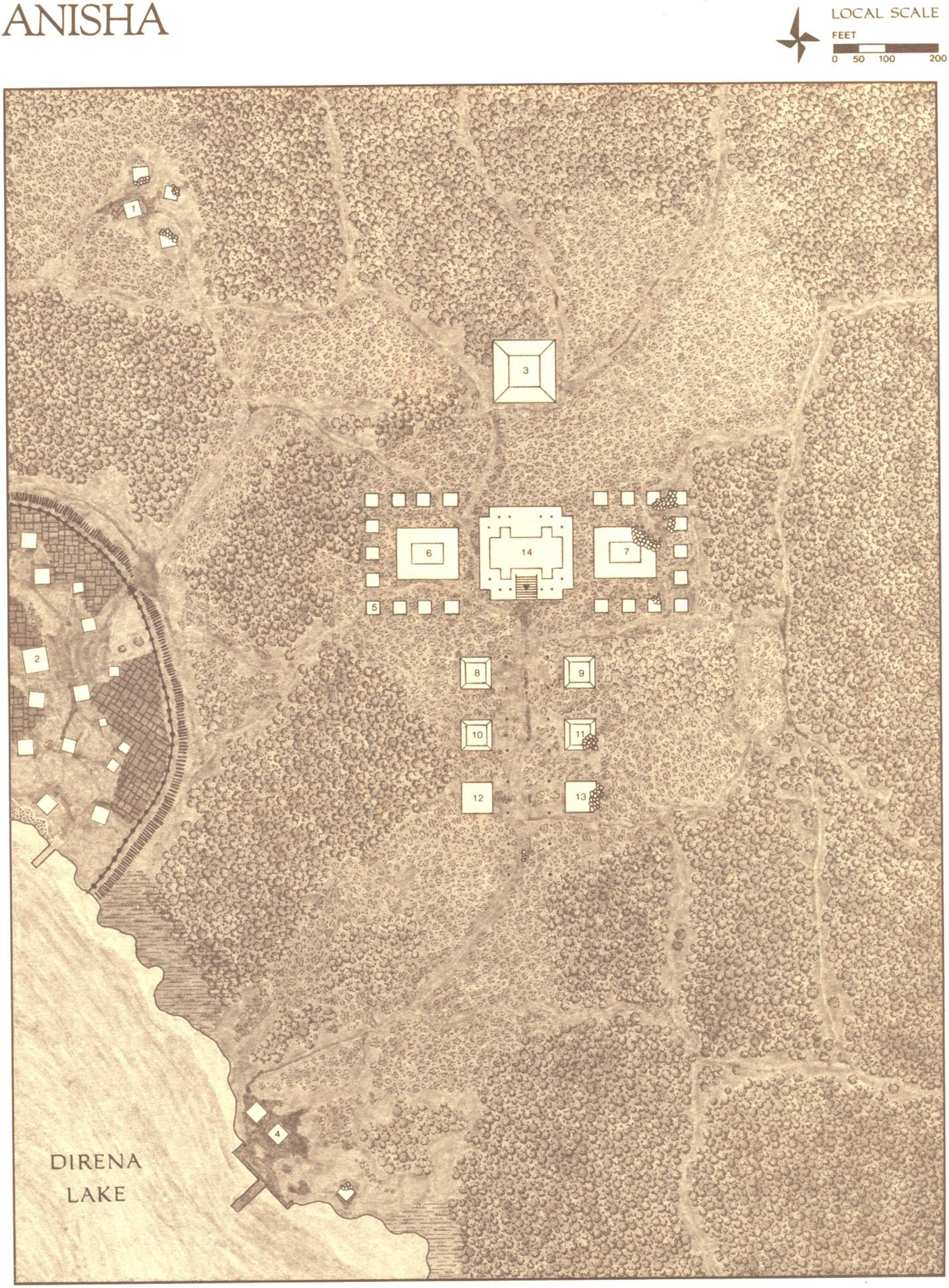
THE LEGACY

The survivors of Lothrim's visit gradually trickled back to their ruined homes. Over the long years since, the Mendar have suffered greatly from depravations by Gargun. There numbers are few but they have developed a remarkable will to survive. Now known as the Mendar-Haruchi, they stubbornly cling to a belief that Tondran will one day return to lead them to their former glory and jealously guard and maintain the Anisha site for this event. They are understandably distrustful of strangers, especially those who want to explore the ruins.

SUPPLEMENTAL GM MAP


OLD TOWN SEWERS
TUNNELS BUILT BY OR SINCE LOTHRIM
OLD TOWN WALL (WOODEN)
ROYAL ESCAPE ROUTE (STILL SECRET)
ACCESS TO SURFACE
DIRENA LAKE

ANISHA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DIRENA
LAKE

BRIAN CLEMENS

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LOCAL MAP INDEX

1. RESIDENTIAL RUINS
Apart from the great buildings in the centre of the map, these are the only visible remains of the town of Anisha-Haruch. They are of crumbling stone; most of the blocks have been stolen by the villagers. The building that is specifically indicated [1] is the residence of Lesela, an aged and somewhat senile crone who is believed by the villagers to have the power of prescience. No one knows where she came from. She is supported by the Mendar-Haruchi, who bring her food and trinkets in exchange for her oracular prophesies. Even though they feed and protect her, the villagers accord her little respect. They will pinch and prod her to get a forecast of the best place to hunt or gather. Lesela does have flashes of incisive sanity and the accuracy of her prophesies is close to 90%. The villagers are too wise to ask her about their personal futures.

2. VILLAGE OF HARUCH
The village is built mainly from the pilferred stone blocks of the old town of Anisha-Haruch. It is usually inhabited by a little over 200 members of the Mendar-Haruchi tribe. The residents survive on hunting and gathering, and by fishing on Lake Direna. They are a superstitious folk. Their historical experience causes them to distrust strangers. They consider themselves the direct descendants of the citizens of Anisha-Haruch, of the "kingdom" of Anisha. They remember Tondran as a god (or demigod) and his priests as possessed of great power. They deem it their duty to guard Anisha against Tondran's prophesied return, at which time they will resume their roles as his servants. They hold the ruins sacred and regard with extreme disfavour any outsider who takes an interest in them; they remember Lothrim. Generally, however, they do not spend much time at the ruins. The villagers do not practice magic themselves, except for a little folk-medicine.

The building indicated [2] is the moot hall and the residence of the chief. The chief is elected, usually for life, but may be deposed by a majority vote of council. All adult males sit on council, presided over by the chief. This patriarchal and patrilineal tradition is moderated by a consultive process with the females. The adult females hold their own council, presided over by the chief's wife, who then consults with her husband. Thus a consensus of both sexes is generally reached and announced by the chief afterwards. The tribesmen use shortbows and spears and are skilled woodsmen. They also possess a few well-made steel weapons of unknown origin, perhaps left behind by Lothrim, possibly acquired by trade. These are family heirlooms, rarely used. The chief's trappings of office include a pair of solid silver, jewelled bracelets and a silver-plated sword.

3. TOMB OF LEWEL ANKADIS
The tomb is a truncated pyramid some one hundred an twenty feet square and fifty feet high. It is constructed of limestone with granite facing. Lewel Ankadis had intended the structure as a chancery from which he and his heirs would govern a Tondran Empire, but with his death in BT 239 the survivors entombed both Lewel and his dream of empire. Lewel is a figure revered by the villagers who keep the granite facing of his tomb clean and moderately well-polished, but they do not remember how to get in. The building is known to contain a number of anti-grave robber devices.

4. LANDING STAGE
The remnants of the port of Anisha. The buildings were originally warehouses. The northern one was built by the Earthmasters and is of the same gray pseudo-stone as much of their architecture.

5. OBELISKS
These monuments are an outstanding feature of the site, dating from c.350 BT. Each is approximately a hundred feet tall, made of a number of weathered limestone blocks, and covered from top to bottom with a series of pictograms like no others on Harn. The Mendar-Haruchi claim that the priests of Tondran could read the "script".

The obelisk indicated [5] has a mechanically hidden door on its west face giving access to a narrow spiral staircase down to the tunnels.

6. PALACE OF RAND HEB
The foundations are of Earthmaster construction, the rest of the building was made at the order of Lewel Ankadis. These were the archives and study halls of the Tondran scholarly elite. There may still be scrolls and other artifacts (books ?) within (assuming Lothrim did not remove them) although they would probably be written in some unknown script.

7. PALACE OF KYBEN HEB
The foundations are of Earthmaster construction, the rest of the building was made at the order of Lewel Ankadis. The palace was used as the residence for Lewel and the upper echelons of his government.

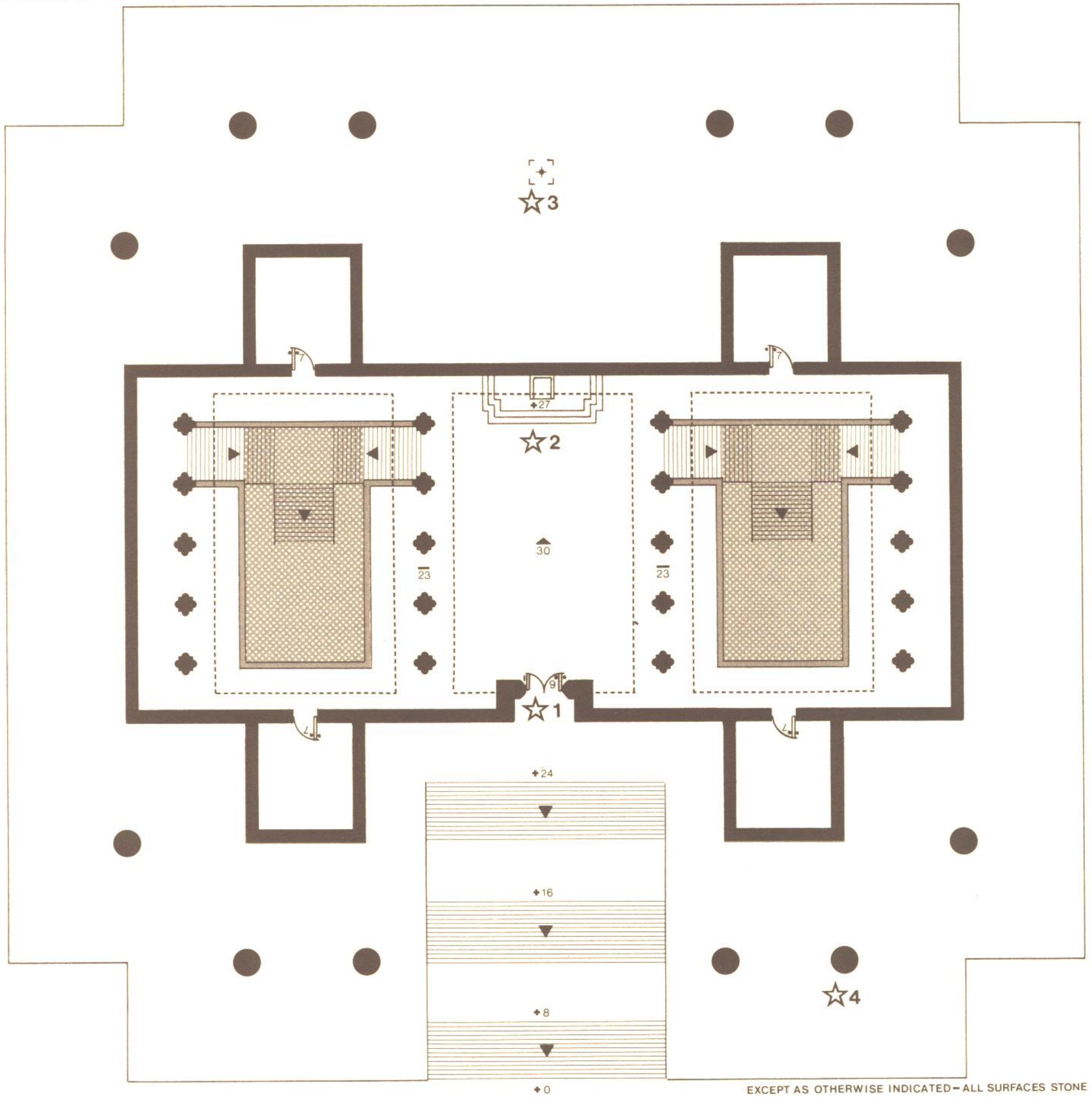
8. NYRDASIS HOUSE
9. HRAL HOUSE
10. KALSIN HOUSE
11. ORADIL HOUSE
Lewel Ankadis encouraged scholarship and learning during his brief reign. A large scholarly elite was fostered, dedicated to the teaching and spread of Tondran philosophy. Most of Lewel's government was managed by the most learned of this elite, possibly a fatal flaw. They were largely a group of "missionary zealots"; a few more "practical men" in the ranks might have avoided the disaster soon to follow. Nyrdasis and Hral Houses were used as apartments for priest-scholars; Kalsin and Oradil Houses were acolytes' and students' quarters.

12. BARRACKS
This was used to house guards for the complex. The interior is divided into twenty small cubicles, surrounding a common area.

13. WAREHOUSE
This building was used to store food and artifacts for the Anisha complex during Lewel's time.

14. PALACE OF LEWEL ANKADIS
(See following pages)

Palace of Lewel Ankadis



Second Floor

The entry hall is possibly the most impressive chamber on Harn. It is lit by three huge stained glass skylights of incredible resilience; Lothrim's foulspawn were unable to break this glass. The hall is surrounded by four smaller rooms that were used as royal apartments and guard rooms. There are galleries opening to the ground floor in the east and west. Visitors must have been overwhelmed by the majesty of this chamber.

[1] The main entrance is a set of double doors in the south face. They were sealed by some kind of magick in BT 239 and have remained closed ever since.

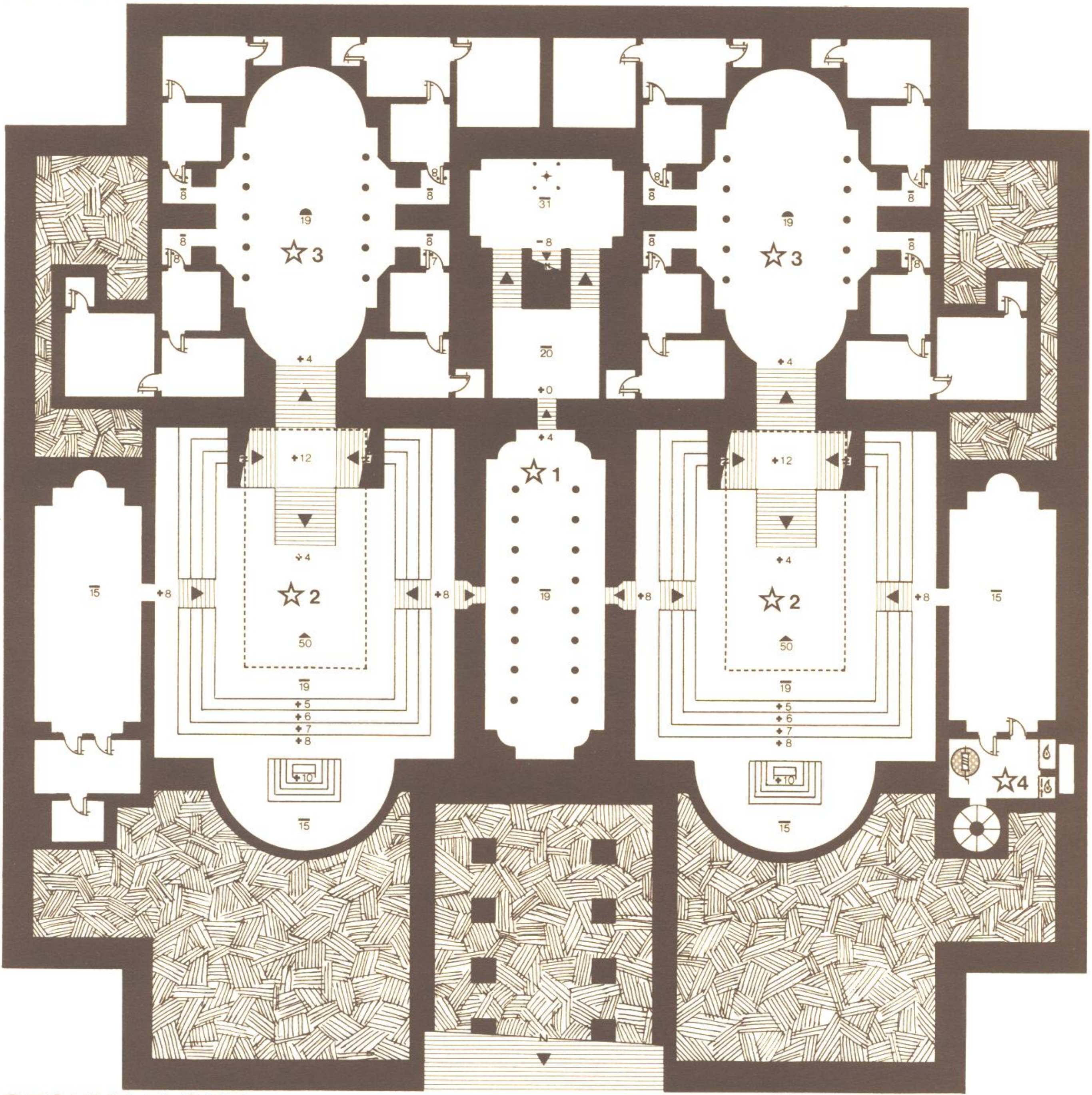
[2] Against the centre of the north wall is a three foot dias, on which stands the throne (?) of Lewel Ankadis, an eight foot construction of polished obsidian, inlaid with silver.

[3] The enclosed portion of the level is surrounded by an unwalled terrace varying between ten and sixty feet in width. There is no convenient access to the roof, which is mostly skylights, but a secret trapdoor near the centre of the north terrace opens to the interior.

[4] There are twelve, twenty foot, granite columns on the terrace. All were originally surmounted by statues.

INTERIOR SCALE
FEET (1 mm = 1 Foot)
0 10 20 30 40 50

Palace of Lewel Ankadis



GROUND FLOOR

The main level is built around a number of great halls. Most of these were at least framed by the Earthmasters, but much of the detail and interior partitions were added later. Stone is only used in the walls where necessary; much of the southern part of the building is no more than rammed earth. The Ancients seem to have reserved their unique pseudo-stone for use in the immediate vicinity of Godstones; most of this palace is made of granite although it does seem to be of high resilience.

[1] The central hall was a kind of concourse or mall during Tondran's time.

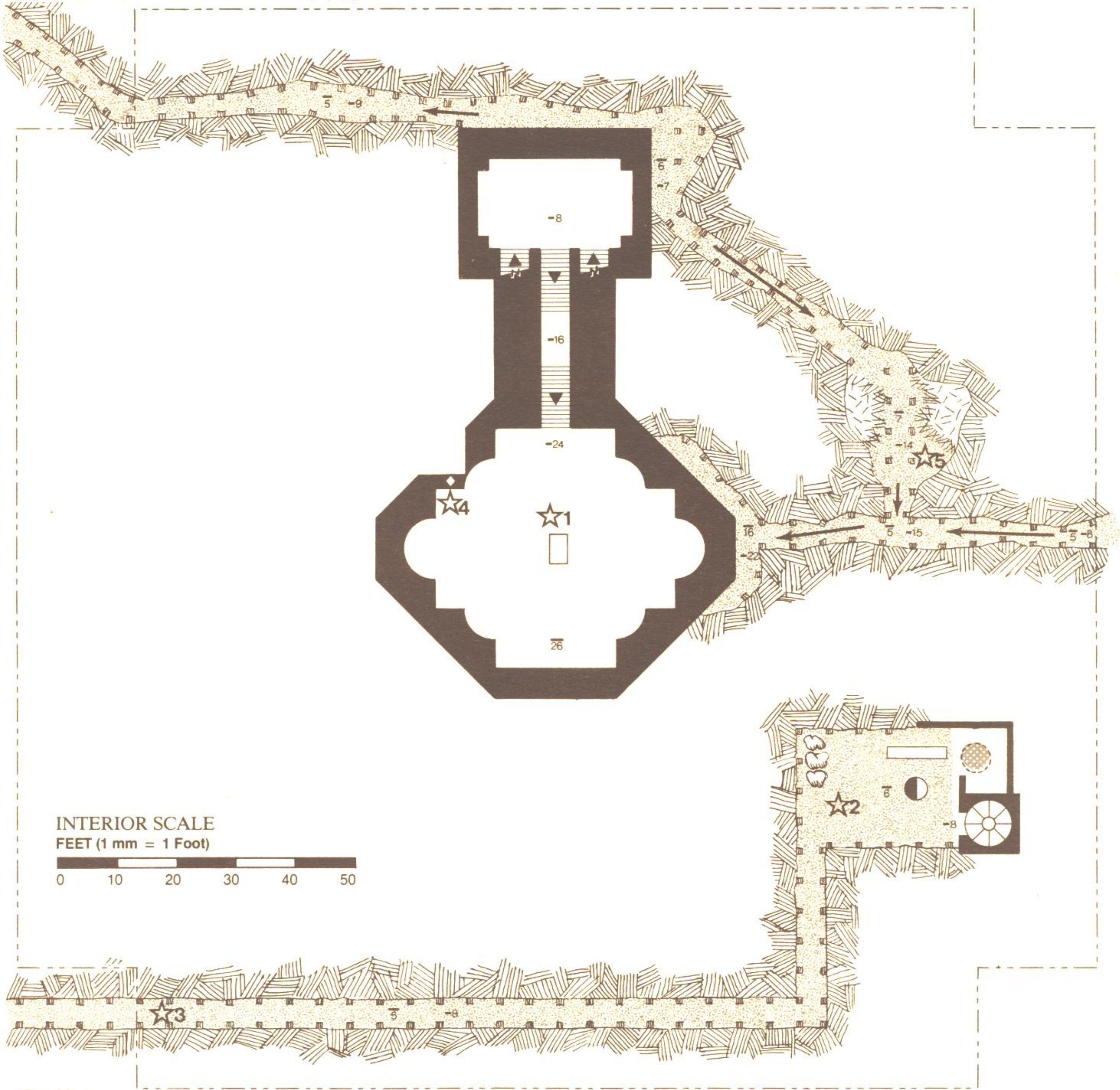
[2] The large steps (convenient for seating around central pits) and the podiums at the southern ends of the eastern and western chambers suggest lecture halls. There is ample light from the skylights in the ceiling of the second floor (qv).

[3] These halls have frescos of unusual humanoids engaged in various ambiguous activities. The chambers date from the time of the Earthmasters and were probably used for meditation. There are a number of "suites" adjoining each. Access to the cellars is between these two northern halls.

[4] The oven and fireplace were added by Tondran's folk. The chimney opens through the outer wall some fifteen feet above the ground.

INTERIOR SCALE
FEET (1 mm = 1 Foot)
0 10 20 30 40 50

Palace of Lewel Ankadis



Cellar

The ancient heart of the palace is built around the Anisha Godstone. The outlying areas were added by the Tondrans and by Lothrim who made a number of unsuccessful attempts to tunnel into the cellar/s.

[1] The Hall of the Godstone is constructed of Earthmaster pseudo-stone. It is dull gray in colour, impervious to physical abuse and is unadorned. The Anisha Godstone is at the centre of the hall.

[2] This food storage area and/or wine cellar was built by Lewel Ankadis.

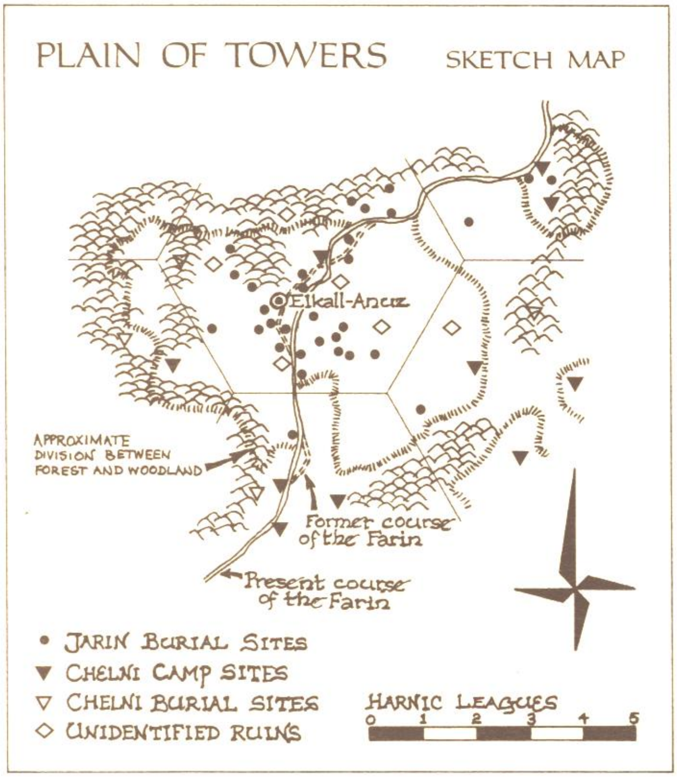
[3] This tunnel leads from the obelisk (#5 on GM local map) and was constructed at the order of Lewel Ankadis. It was probably intended as an escape route.

[4] No one since the Earthmasters has been able to open this secret door. It is hidden psionically (magically) and is in fact only detectable by those of particular high sensitivity.

[5] When Lothrim abandoned his attempts to penetrate the main building, not all of his tunnels were left empty. Some sections were moved into by Gargun deserters. Since then this cavern, and several others off map, have been inhabited by a variety of wild creatures, including Vlasta. The villagers are unaware of these dangers beneath the ruins; the tunnel dwellers are nocturnal and avoid humankind.

THE PLAIN OF TOWERS

The Plain of Towers is rich in the remnants of early Harnic cultures. Located on the northwestern edge of the Chelna Gap, it has one of Harn's best preserved Earthmaster structures and was the site of the city of Elkall-Anuz.


PLAIN OF TOWERS SKETCH MAP
Elkall-Anuz
APPROXIMATE DIVISION BETWEEN FOREST AND WOODLAND
Former course of the Farin
Present course of the Farin
● JARIN BURIAL SITES
▼ CHELNI CAMP SITES
▽ CHELNI BURIAL SITES
◇ UNIDENTIFIED RUINS
HARNIC LEAGUES
0 1 2 3 4 5

THE EARTHMASTERS (c.20000-15000 BT)

The district's only definitely identifiable Earthmaster structure is atop Foulspawn Hill at Elkall-Anuz; the hill's name is, of course, more recent. The purpose of the structure, as with most other Earthmaster remains, seems to be to house its Godstone.

THE CODOMINIUM (c.10000-1300 BT)

During the period when Harn was peopled only by the Sindarin and Khuzdul, Elkall-Anuz was hardly visited. The elves took note of its presence:

> "By golden glade and silver flow
> Of Farin's stream, there stands
> Above Heras the ancient blight
> Upon the mortal lands.
> And deep there broods that dour work,
> That door betwixt the fold
> Unwary's doom and folly's bane
> To steal away the soul."

Sindarin poetry always seems to adopt a morbid tone when its subject is Earthmaster artifacts. The elves experience discomfort when they approach the psionic fields around Godstones and are wary of artifacts that perform functions they can do naturally (ie. step between worlds). The date of the above work is c.8800 BT. Farin was the name of an elven explorer who mapped much of southern Harn in and around the 90th century BT.

Records survive of Khuzan architectural surveys by clans from Azadmere and Kiraz. The Khuzdul, however, found Earthmaster masonry baffling and have long abandoned its study.

THE JARIN (c.1100-700 BT)

An early Jarin agrarian culture flourished in the region. Like its contemporaries throughout Harn, it left elaborate burial mounds. The Plain of Towers is noted for the scale of its tombstones. Local barrows are marked with large mortared cairns or solid stones, some over thirty feet tall, earning the district its name. The Jarin built farming villages along the river. In addition to mundane funeral artifacts, items of great monetary and aesthetic value have been stolen from Jarin graves. Apart from Jarin jewellry, coins and treasures of Sindarin and Khuzan make have been found.

THE CHELNI (c.650-the present)

The last vestiges of peaceful Jarin culture were eradicated by bands of Chelni tribesmen who razed villages to accomodate their horses' need for pasture. Since other tribal nations were too afraid of the Sindarin to venture so near Evael, the Chelni were soon secure in their new ranges.

LOTHRIM (96-120 TR)

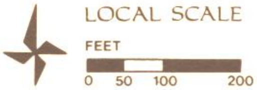
The city of Elkall-Anuz was built by Lothrim the Foulspawner and did not long survive his demise (disappearance?). Lothrim first appeared in the vicinity c.96 TR. By the force of his charismatic personality (the Chelni say by magic) he converted the IsoChelni sub-nation to his ambiguous cause. At a gathering of tribes in c.99, Lothrim received the unprecedented honour of being named the first Warchief of the entire Chelni nation. With the Chelni cavalry and the later addition of Tulwyni levees he had, by 110, conquered most of the surrounding nations. From the conquered peoples of his domains, he took slaves to clear and work fields around the city. In its prime, Elkall-Anuz was the largest human settlement of its day, with in excess of 7,000 people. Poor communications made it difficult to control the outposts of the empire, but Lothrim was determined to be master of the capital. Nala Uroh, author of the Libram of the Pantheon, wrote:

> "No day might pass without the cries of hapless souls set upon for their meagre chattels, or of a maiden cruelly abused. Each other day a new cadaver lay upon the street and the skulls of two more hoisted. Men of might and stature would pale when lackeys enter [the] tavern or pass on the street which was a river of mud and things less wholesome...Few there were who had not lost a comrade or kinsman to the ire of the nightgoers..."

The "nightgoers and lackeys" were Lothrim's mercenary thugs. When these patrols were replaced by Gargun, bloodshed increased to the point where the population actually declined. When Lothrim failed to return from Sirion in 120, the human population was under 3,000. The news of Lothrim's defeat was met with celebration. In Elkall-Anuz citizens took to the streets in defiance of a new ruler whose name was (purposely) never recorded. With their fear of sorcery abated, the Gargun were uncontrollable; they looted and slew at will. The long suffering humans arose and drove the Foulspawn into the mountains or back into their caverns. Caer Gulimor, the seat of Lothrim's would be successor, was soon stormed. The rampaging Chelni warbands forced the agricultural slaves to abandon the fields and the city began to starve. The death agonies of the city were so brutal that some even wished for the return of Lothrim. Those who did so openly were swiftly put out of their misery by half-crazed mobs. A series of epidemics completed the process. The population dwindled to a handful. By the end of 123, the last residents were no more. For the next few decades, passing Chelni took delight in destroying buildings to prevent any possible revival of empire or city.

ELKALL-ANUZ

GM MAP


LOCAL SCALE
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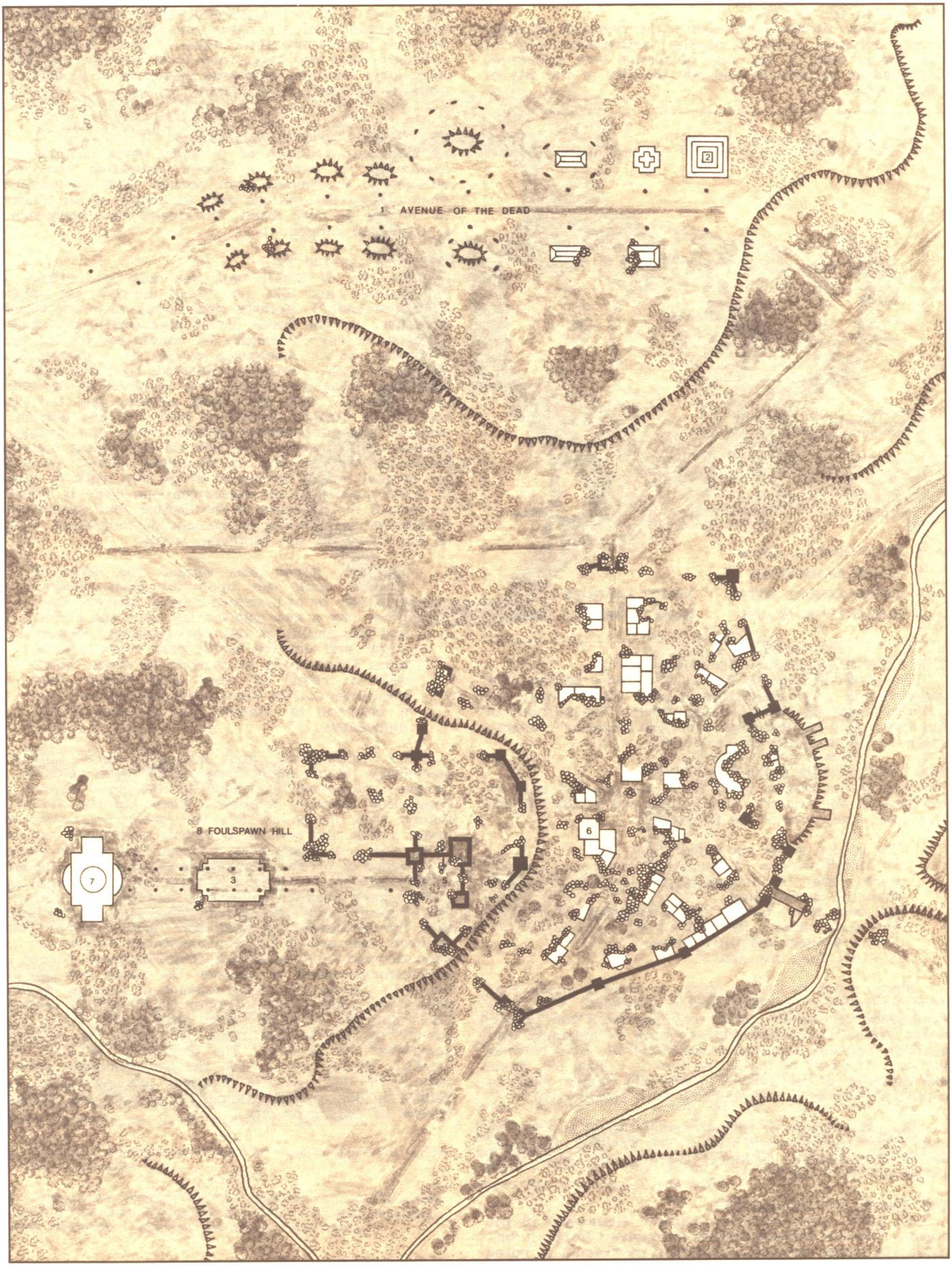
1 AVENUE OF THE DEAD
2
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6
7
8 FOULSPAWN HILL

BRIAN CLEMENS

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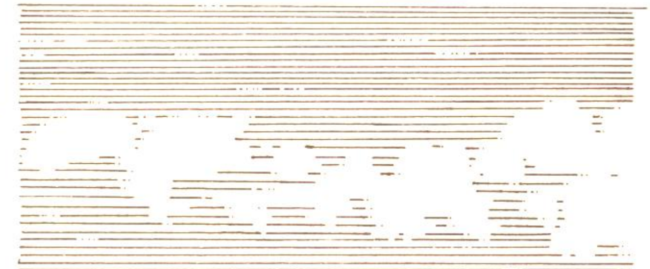
1. AVENUE OF THE DEAD

The remains of a ceremonial road paved by Lothrim the Foulspawner. The avenue is flanked by ancient Jarin and Chelni burial mounds (barrows); the further west they are situated, the older they are. The oldest surviving mounds date from the ninth century BT. There were even older mounds further west, but these have weathered away except for some of their standing runestones. Each tomb has a runestone between it and the avenue, a custom followed from the earliest times and adopted by the Chelni at the time of Lothrim. The two most recent (easternmost) barrows possess additional stones in circular patterns. While the single stones originally proclaimed the identity of the interred and often some of his exploits in pictoral form, the function of these circular arrangements is not fully understood. One is reminded of Gelimo. In all probability, their main purpose was decorative. Two of the mounds have been broken into within the last century and are showing signs of collapse. The Chelni deem the barrows sacred, even those of the Jarin, and will kill those who profane them, although they do not often venture close to Elkall-Anuz itself.



There are five major tombs at the eastern end of the Avenue. The four smaller ones were built by Lothrim to house honoured Chelni chieftains (before he stopped caring about the Chelni). According to the standing stones, the chiefs' names were Alrain, Ferithwic, Habir and Ethelwair (west to east, north to south). The largest tomb of the group was apparently designed for Lothrim himself: see [2].

The Chelni believe that the shades of the fallen come out for three nights at the time of their spring gather at Trobridge Inn. Drawn, it is said, by the Earthmaster Temple, a thousand lost souls from all over the Plain of Towers assemble here for a ceremonial procession along the Avenue of the Dead. Most Chelni are at the Gather at these times, but those who are not are generally as far away from Elkall-Anuz as possible. Chelni legend tells that those who join the procession while still alive will live for a hundred and one years, but will then serve the Master of the March for all eternity. The same is said of those who are taken by the plain's barrow wights at the time of the full moon. The identity of the "Master of the March" is lost in early Jarin folklore. Little more than his name, Erephys and his title, the first king of the Jarin (?) is known. Accounts of the procession vary. Some say that the ghosts simply march from one end of the avenue to the other and vanish, but others say they march up Foulspawn Hill and topple crazily into Gazers' Well without disturbing the surface, and then they may be observed, by looking into the well, completing their ceremony in some distant shining land. When the dead king is placed in his great illusory (?) barrow, there is a profound silence and all fades away to nothing. It may be noted that this ethereal event failed to manifest during the dominion of Lothrim or while the city of Elkall-Anuz stood.

The following inscription appears on the runestone furthest west on the local map. It is written with a version of the runic script in a dialect of Harnic that might be early Chelni.

> "There is that which dances not to the hosk nor to the beat of leather drum nor to any work of rider nor beast nor mortal thing. When Erephys King dies his ten thousand, thousandth death shall the steps of man fall silent and the Master of the March shall march in that great company and all shall sing in whispered words his unreveal'd tale. And the colour of the moon will be as blackest sable and the gates of eternity shall engulf the people."

Few care to pass comment on this cryptic message. Nala-Uroh wrote (in 109) that he believed a Chelni shaman had written it. Uroh's interpretation was that it was a portent of the doom of the Chelni nation. This doom would be suffered when Erephys of the Jarin returned from the dead to avenge his people. The legend has almost vanished from tribal lore, but the Chelni tradition of respect for Jarin barrows continues. When asked as recently as 709 why he bowed and prayed as he passed a Jarin mound, a Chelni warrior replied, "for love of life and the Master of the March". When interrogated further, he denied any other basis for his behaviour, except to say that a lack of proper respect brought bad luck.

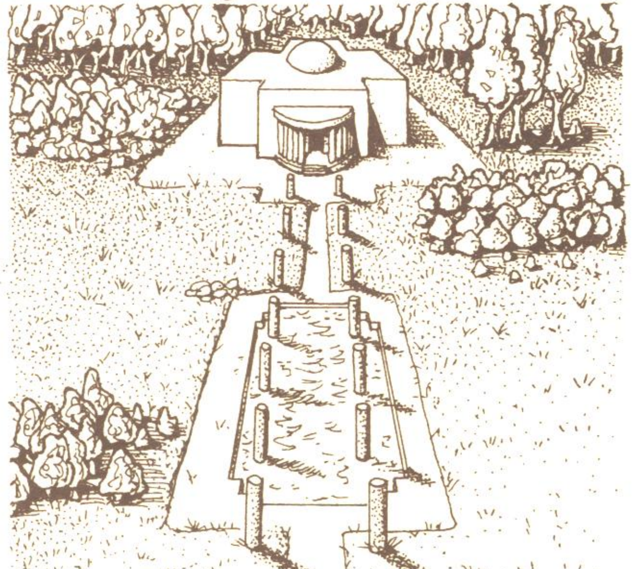
2. THE "PENULTIMATE TOMB"

This edifice was fashioned by the Foulspawner, ostensibly as his own tomb. Actually, Lothrim had no intention of dying, but planned instead to extend his life indefinitely by sorcery. The Khuzdul of Kiraz may have upset these plans at the battle of Sirion. During his life, Lothrim occasionally used the tomb as a meditation chamber. He was never disturbed there since it was well known that any who trespassed would immediately suffer the effects of a latent and powerful curse. When the Foulspawner failed to return from Sirion, the standing stone before the tomb was defaced and the words "the Penultimate Tomb" were inscribed there by a wit among the looters. No one had then, or has since acquired the courage to actually enter the building and test the power of the curse. A tiny handful of scholars believe that this is actually the location of Lothrim's mortal remains and many of his treasures. They speculate that the Foulspawner engineered an escape from the "cave" in which the Khuzdul confined him near Sirion, dying shortly after being reunited with his son who bore his father's body for burial (the existence of a son is not supported by any historical evidence).

3. GAZERS' WELL

This reflecting pool is of Earthmaster origin. Its waters are clear and sweet and were pure even during the domination of Lothrim, despite the habit of his Gargun to cast refuse into it. The mechanism or spell that kept the pool clean has so far escaped discovery. Those who drink of the water and gaze at the well's still surface have been known to have visions of other worlds and other beings. Some measure of psychic sensitivity is usually necessary for this experience. The elves considered Gazers' Well the site's one redeeming feature, but were often confused by the scenes they perceived. Many scholars are skeptical of the pool's properties, perhaps because the times when the waters are calm enough are so rare. Nevertheless, there are a few Chelni who have experienced the effects and who will return from time to time for this purpose.

The pool has no apparent bottom, despite the fact that Lothrim dug a tunnel underneath it. Everything that is cast in sinks, even if it would float in normal water, but this effect is passive; those able to tread water can stay afloat although they may have great difficulty swimming to the surface once they have sunk. Lothrim speculated that Gazers' well operates on the same (undiscovered) principles as the Godstones and that the inert objects that are cast into it are transported to another world. He believed that the "bottom of Gazers' Well" was located somewhere in the world of Yashain, but none of the unfortunates he sent to scout the way ever returned to confirm his theory. If the well is, in effect, a Godstone, then it may be the only such artifact able to act on non-living (auraless) objects.



Utarsk the mage, who conducted a study of the Foulspawner's life and times, proposed that the Gazers' Well is the site of Lothrim's Tomb. This idea is a variation of the "penultimate tomb" theory (see above).

4. MAIN ENTRANCE TO GARGUN COMPLEX

Lothrim built five underground complexes into Foulspawn Hill to house his Gargun (hence the Hill's name). By their nature, the orcs are quarrelsome and difficult to control. While he was present the Gargun were sufficiently afraid of Lothrim to keep (for them) good discipline. Lothrim ordered the Gargun decimated at the slightest breach of conduct and sometimes merely to keep them suitably awed. Sometimes, it is said, he would personally enter the complex and slay at will. In this he was the only human (?) to willingly descend the dark stairs. Almost as soon as the Gargun were brought into the world it became apparent that special measures would be needed to handle them when Lothrim was absent from the city. The method he chose was divide and rule. There were five complexes in the hill, each inhabited by a different Gargun tribe with its own queen, fertile males and princesses. When the Foulspawner left the city each tribe was generally too wary of the others to make excessive trouble for Lothrim's lieutenants.

When Lothrim failed to return from the Battle of Sirion in 120, the Chelni and his other human subjects embarked upon the genocide of the Gargun. All of the Gargun complexes were invaded and four were destroyed, but the orcs rallied to defend the fifth. Repeated attacks failed to dislodge the embattled orcs. With most of the worthwhile loot already taken from the city the humans decided to seal the entrance to the last complex. This entrance was blocked by several hundred tons of hard packed earth and rubble. The Gargun were sealed in. Within the surface compound not a single building was left standing, although rubble marks the remains of some of the "blockhouses" which once concealed stairs. The Gargun determined that the rubble plug was too great an obstacle in the time their remaining food supplies left them. In any case, they suspected that the compound was probably watched at ground level for any signs of escape. The Gargun, thoroughly familiar with the local geology, engineered another way out by digging east into the middle of the city. In this way, by carefully conserving their food supplies, (and extending them as needed by the addition of their weaker comrades) nearly seventy of the foulspawn, including a number of princesses, were able to escape their intended tomb. (See interior map C.)

5. CAER GULIMOR

The first fortress, a small wooden fort, was built by the Jarin c.850 BT. It stood on the then bank of the Farin river. After the Atani Wars and the occupation of the region by the Chelni, the fort was demolished. During Lothrim's rise to power he had a stone keep constructed on the same site. For its time it was a remarkable achievement, although little now remains. Some of the cellars have, however, survived in good condition; see interior map D.

6. RUINED BUILDINGS

These are among the best preserved of the remaining buildings within the walls of the city of Elkall-Anuz. They were shops adjacent to the marketplace. This was also the eastern terminus of the escape route built by the Gargun in 120. See interior maps E and F.

7. EARTHMASTER "TEMPLE"

One of the largest and most accessable Earthmaster buildings on Harn. Lothrim spent a lot of time here studying, but few others were allowed inside. When the Foulspawner failed to return from Sirion, the "temple" was left sealed. Lothrim built a tunnel connecting the cellar of this building with his keep [5]. See interior maps A and B.

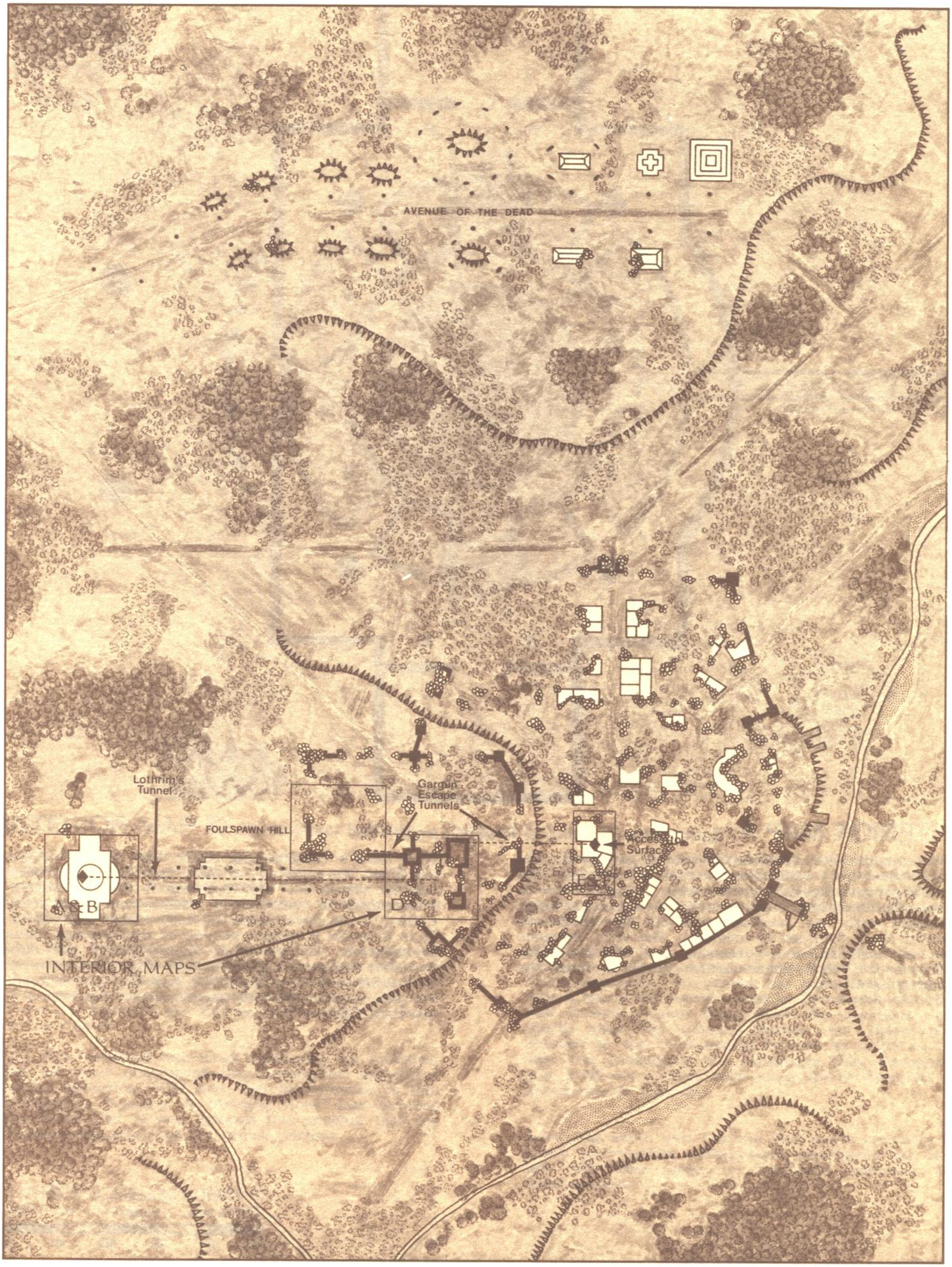
8. FOULSPAWN HILL

The terrace-hill which overlooks the city is an alluvial agglomerate of rubble, sand, and earth. The top of the hill is remarkably level and has always (seemingly) been so. Its elevation is some twenty feet above that of the lower city.

ELKALL-ANUZ
GM MAP

AREAS COVERED BY INTERIOR MAPS

LOCAL SCALE
FEET
0 50 100 200


AVENUE OF THE DEAD
Lothrim's Tunnel
FOULSPAWN HILL
Gargun Escape Tunnels
Access to Surface
A & B
D
E
INTERIOR MAPS

BRIAN CLEMENS
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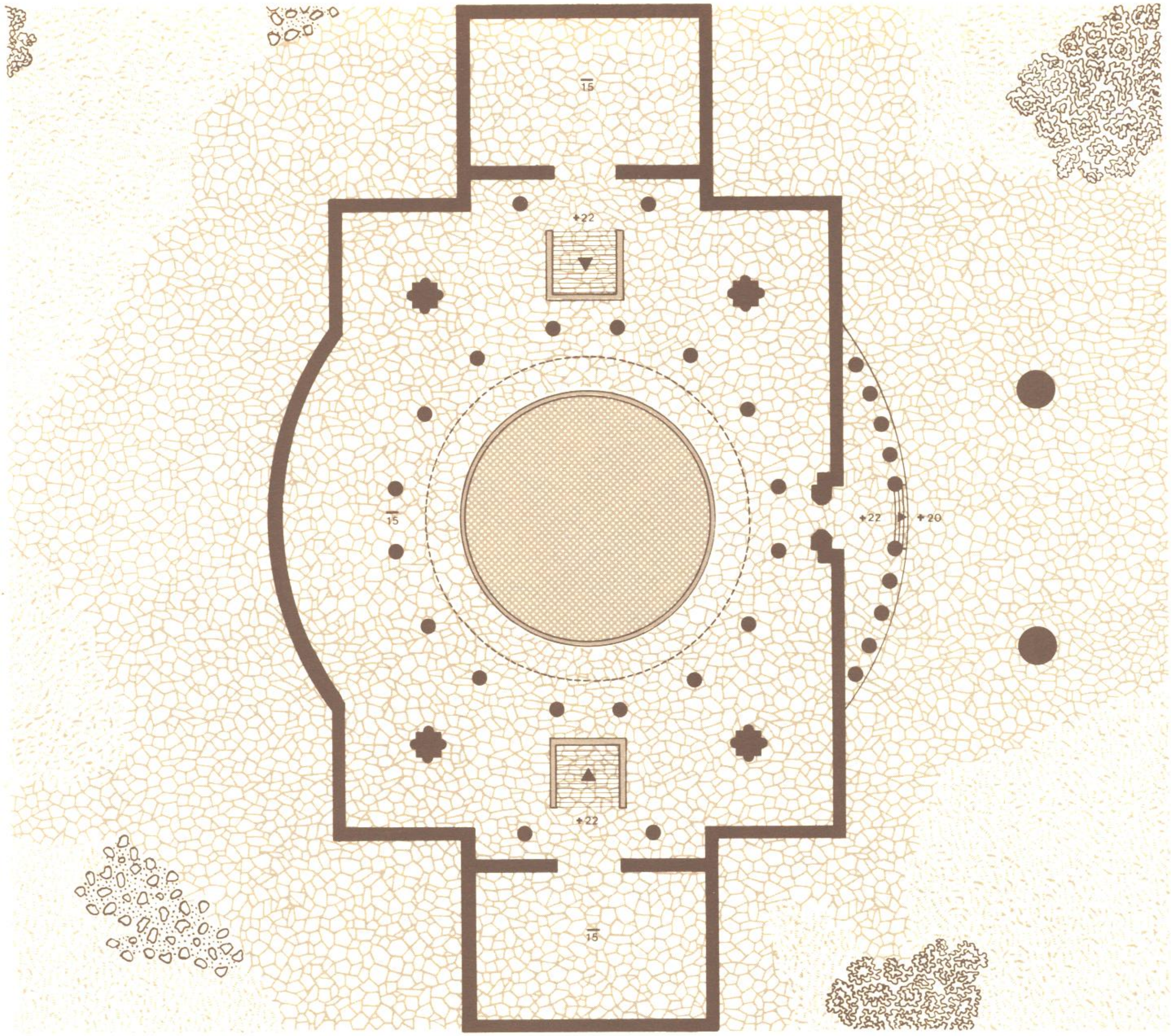
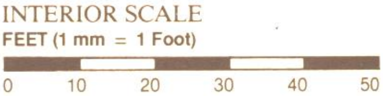
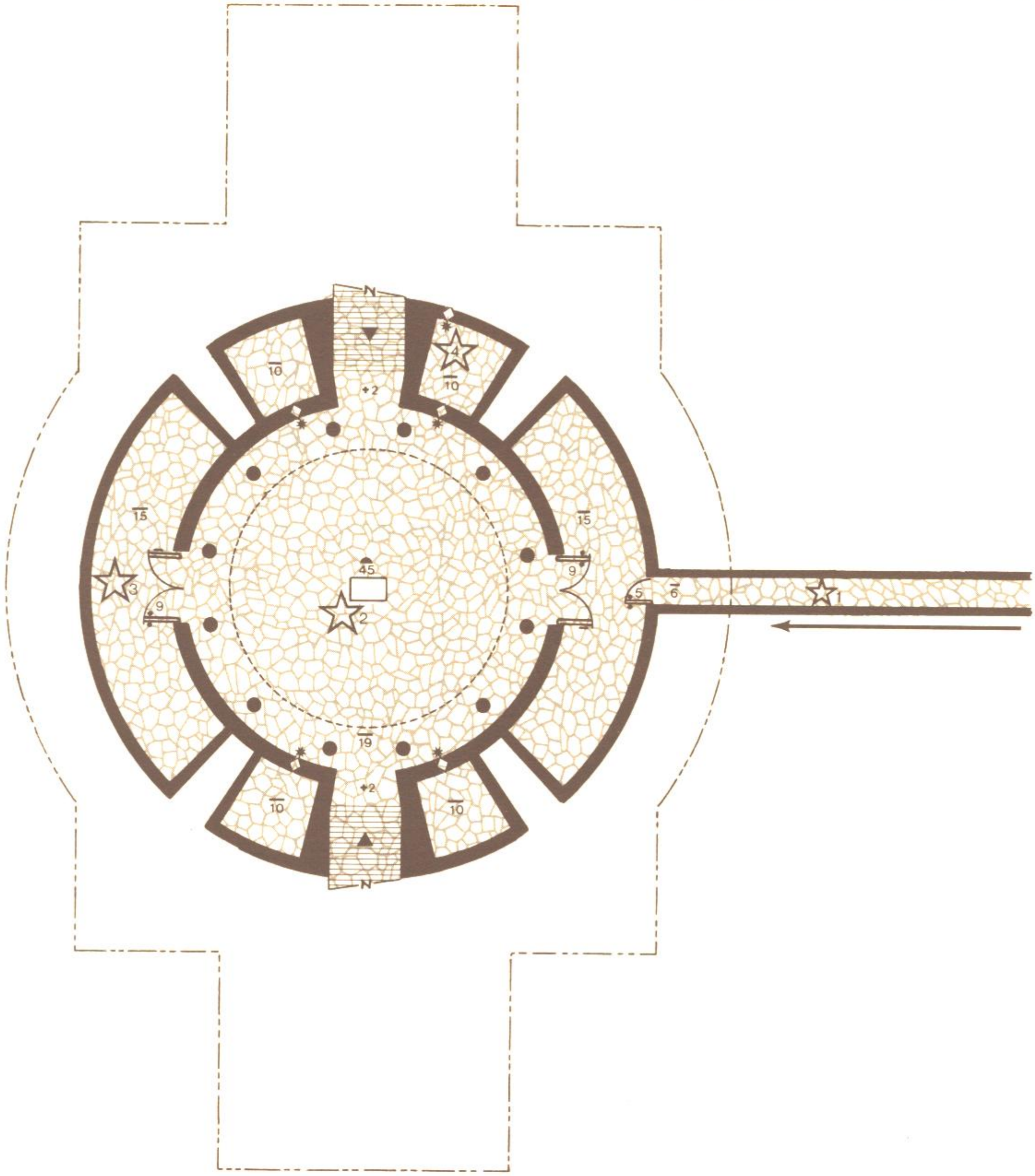


INTERIOR MAP A: Earthmaster Building — Ground Level (+20)

The structure is centred around a gallery to the lower level (+0) where the Godstone is situated. The building's principal function seems to have been to house the Godstone. This level is essentially a large chamber with two smaller rooms to the north and south; their function is unknown. The main entrance is recessed behind a crescent row of decorative pillars. It took Lothrim nearly a year to break the locking spell (?). Even then a considerable effort was needed to open the door. So much so, in fact, that Lothrim ordered another entrance. The building is almost entirely constructed of Earthmaster Pseudostone. The domed ceiling of this level is one of Harn's most impressive. It is also the principal source of illumination, being transparent. Lothrim was fascinated by the dome material and spent a great deal of effort in an attempt to duplicate it (see note [2] map C). The material is, like other types of pseudostone, impervious to physical harm.





INTERIOR MAP B: Earthmaster Building — Cellar (+2)

This level is built with the Godstone at its exact centre. The access stairs to the north and south are unusually steep; they rise twenty feet in only fifteen. This leads one to wonder what kind of creatures were the Earthmasters who built this place.

[1] This tunnel was built by Lothrim and was his principal access to the building. The other end is in the cellar of Caer Gulimor. The tunnel rises four feet over its length (the eastern terminus is six feet above the western) but this is imperceptible to those in the tunnel.

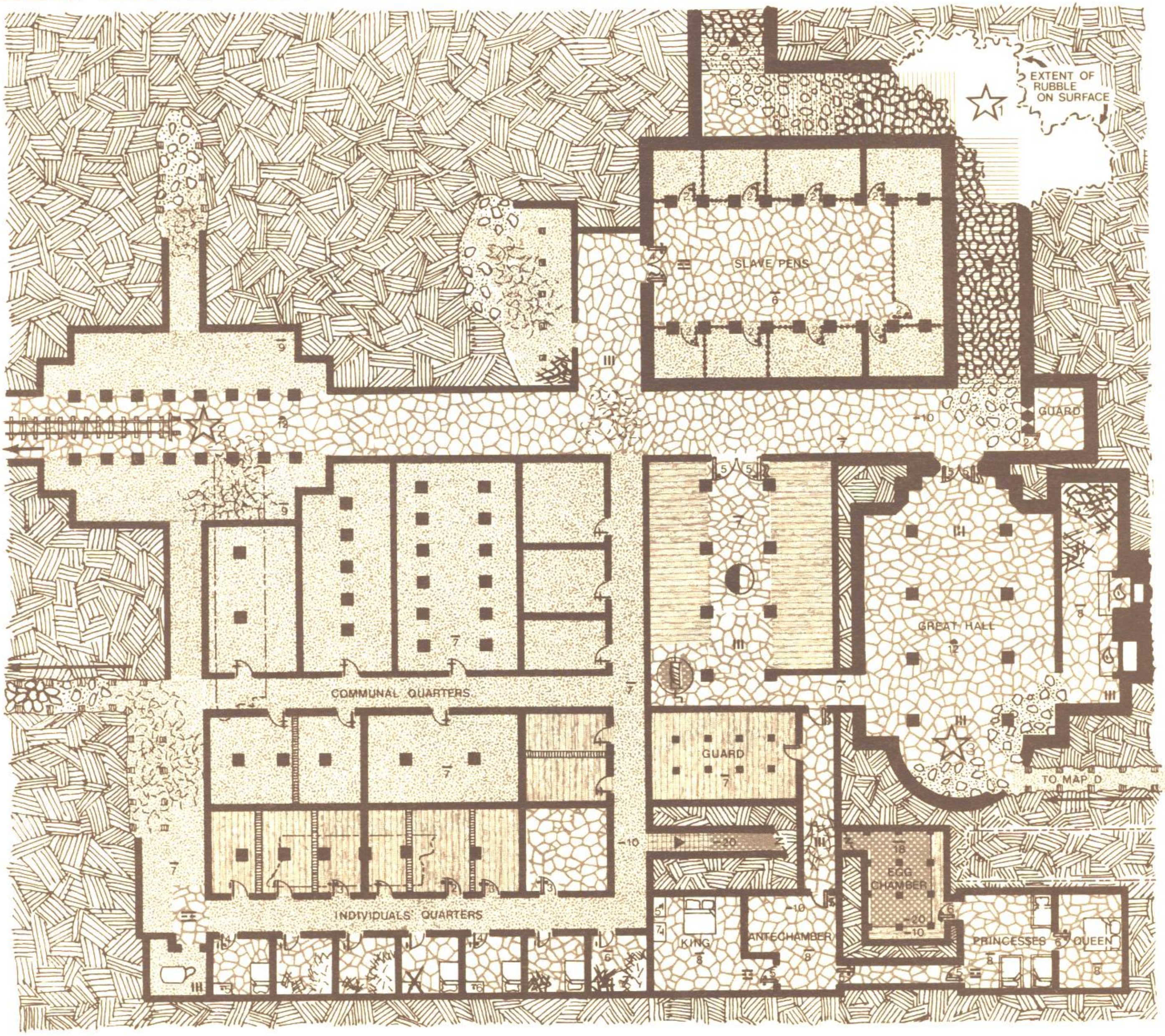
[2] The Godstone was used frequently by Lothrim, but he never discovered the fundamental principles of its operation. The fact that he referred to this building as "housing the birthing stone" has fostered the belief that it was through this artifact that the Foulspawner imported his orcish minions.

[3] Between 115 and 119 Lothrim used this room as a library of the dark arts. In 119, a thief broke into the building and absconded with some valuable tomes, whereupon Lothrim had most of his books moved to several other locations.

[4] Lothrim took several years to open the four psionically hidden doors to the main chamber. He never succeeded in opening the portal in the north wall of one of the secret rooms he found and concluded that it was a false door. When the chambers were found, they had unusual murals, but these were defaced by the Foulspawner so that he would be the only one possessing the knowledge they contained. Any artifacts hidden here were likely removed or destroyed by Lothrim.

Note: the earth wall texture that would normally be shown surrounding underground structures has been left off this map to facilitate optional GM development.

INTERIOR SCALE
FEET (1 mm = 1 Foot)
0 10 20 30 40 50



INTERIOR MAP C: Gargun Complex (−10)

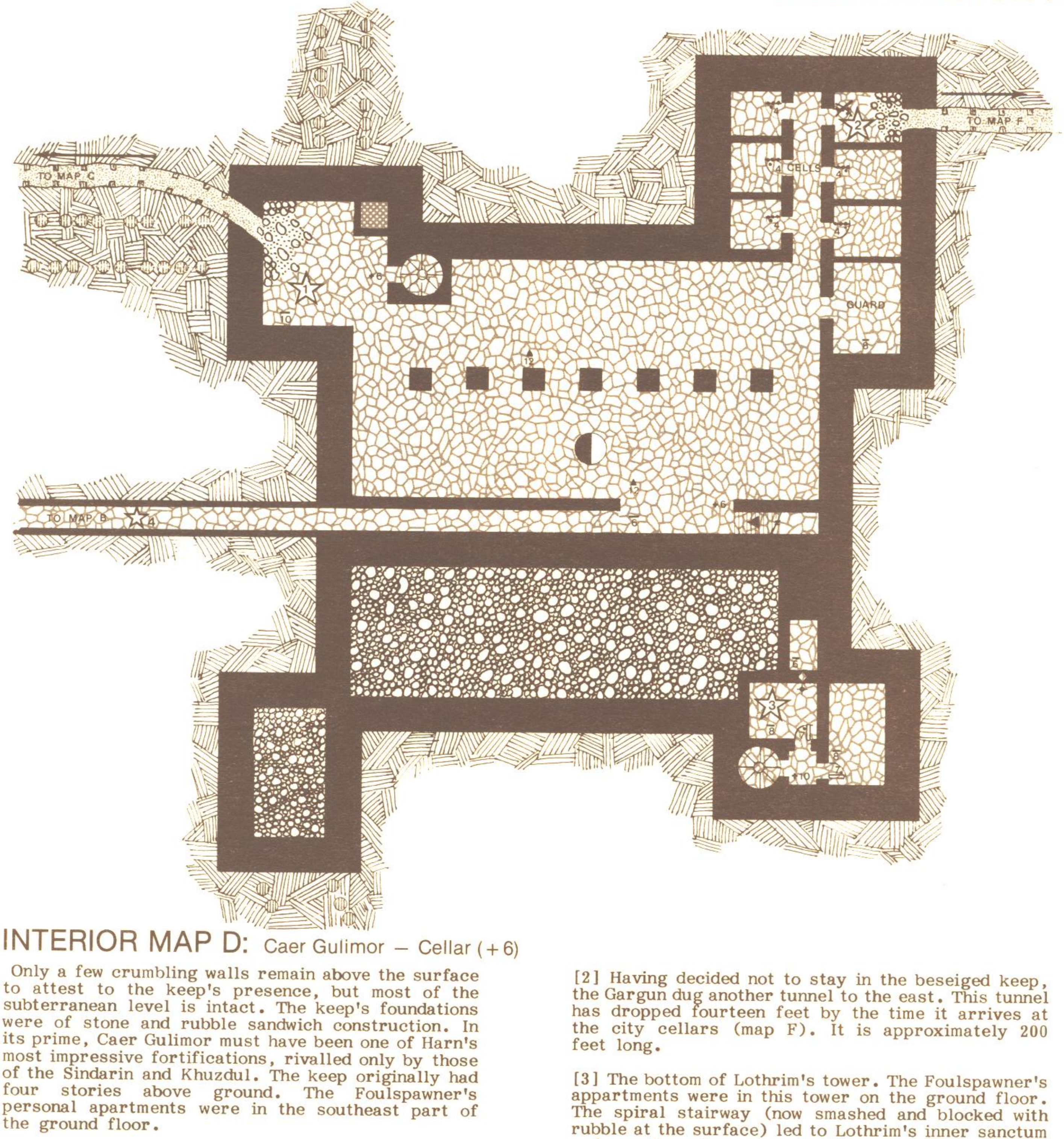
One of five Gargun complexes built to house Lothrim's warrior-slaves. Construction was begun in 117. Gargun dwellings continue to grow as long as they are inhabited; this was the newest and least finished of the five. Nevertheless, when the other four fell to the avenging mobs, this complex withstood all assaults, perhaps because it had only one entrance. The amenities and living standards enjoyed by the Gargun who dwelt here varied according to age and status, the two being almost synonymous. Basically, the lower echelons, including the newly hatched, had to compete for communal living space, while the older, stronger males took individual quarters by force. The king and queen (the fertile male and female) had separate quarters, the latter guarded by the princesses (infertile females). These were the best rooms available. The total population probably peaked at around 200, 1500 for all five complexes.

[1] The location of the original entrance to this complex and another complex to the north. A ten foot square landing at surface level (+20') was enclosed by a stone blockhouse that was demolished by the mobs in 120. Ten foot wide stone stairways led down to the west and south. These were sealed with hundreds of tons of rubble to trap the Gargun.

[2] Lothrim was intrigued by the transparent psuedostone used in the construction of Earthmaster buildings (map A). Thinking that the material was some form of quartz, he had two mines driven west. While he found sufficient quantities of the desired mineral, two factors hindered his objectives: firstly, it contained impurities of gold and silver, which dismayed Lothrim, but no one else; secondly, he was unable to develop a process to temporarily soften the quartz. He discarded the mining enterprise, but others did not. The mines were closed in 120.

[3] The great hall served much the same function as it does elsewhere. Here the Gargun King (but never the queen, who was kept secluded) held court and fed his vassals. When the Foulspawner visited, the King yielded his position. The south end of the chamber used to have a wooden dais; it was broken up for timber shorings in the escape tunnel.

When the Gargun were sealed in, they decided the best escape was by means of a tunnel in an unexpected direction. The tunnel runs due east to the cellars of Caer Gulimor and thence to the city. Some hold that the Gargun paused at the keep long enough to butcher their still besieged human allies. (See Interior maps D and F.)



INTERIOR MAP D: Caer Gulimor — Cellar (+6)

Only a few crumbling walls remain above the surface to attest to the keep's presence, but most of the subterranean level is intact. The keep's foundations were of stone and rubble sandwich construction. In its prime, Caer Gulimor must have been one of Harn's most impressive fortifications, rivalled only by those of the Sindarin and Khuzdul. The keep originally had four stories above ground. The Foulspawner's personal apartments were in the southeast part of the ground floor.

[1] At this point the Gargun escaping from their complex broke into the keep. It is believed by some that they treacherously attacked their erstwhile human masters before completing their passage. From west to east, the tunnel rises sixteen feet. It is sixty feet long.

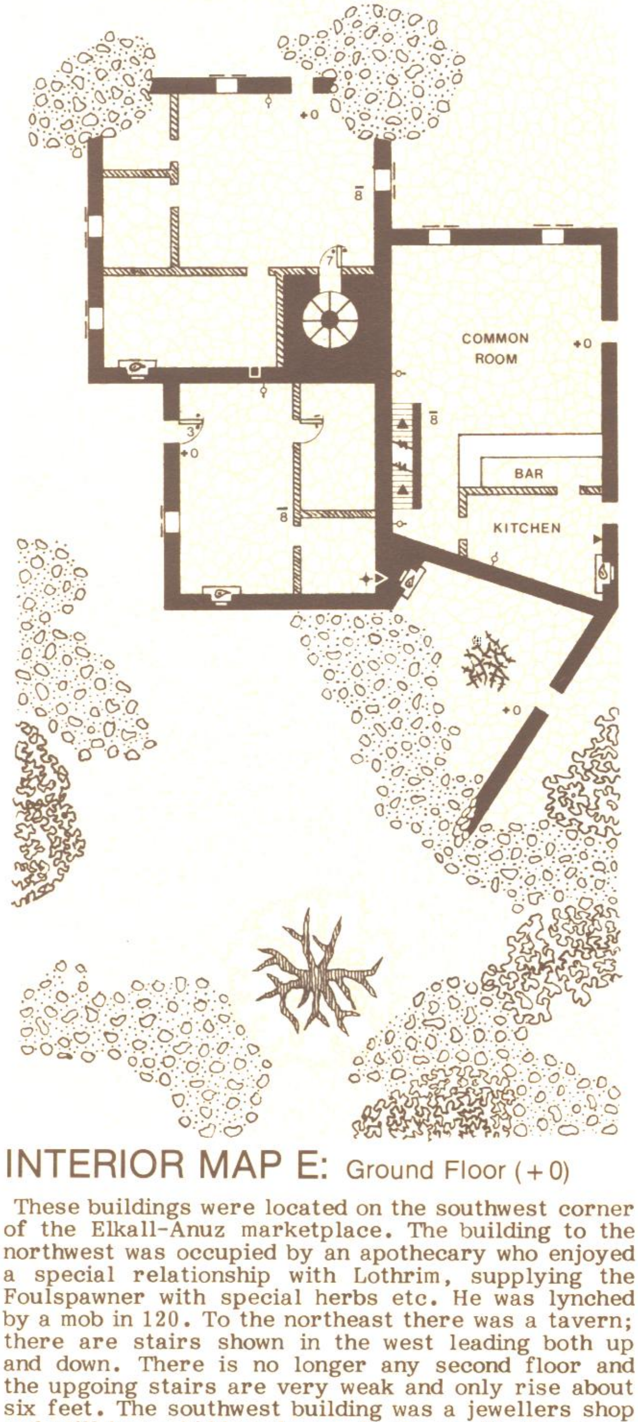
[2] Having decided not to stay in the beseiged keep, the Gargun dug another tunnel to the east. This tunnel has dropped fourteen feet by the time it arrives at the city cellars (map F). It is approximately 200 feet long.

[3] The bottom of Lothrim's tower. The Foulspawner's appartments were in this tower on the ground floor. The spiral stairway (now smashed and blocked with rubble at the surface) led to Lothrim's inner sanctum and was the only access to this part of the cellars. The hidden room to the north was used to store treasures of particular worth.

[4] This is the eastern end of the tunnel Lothrim built to access the Earthmaster structure (see map B). This is the higher end; it is four feet above the other.

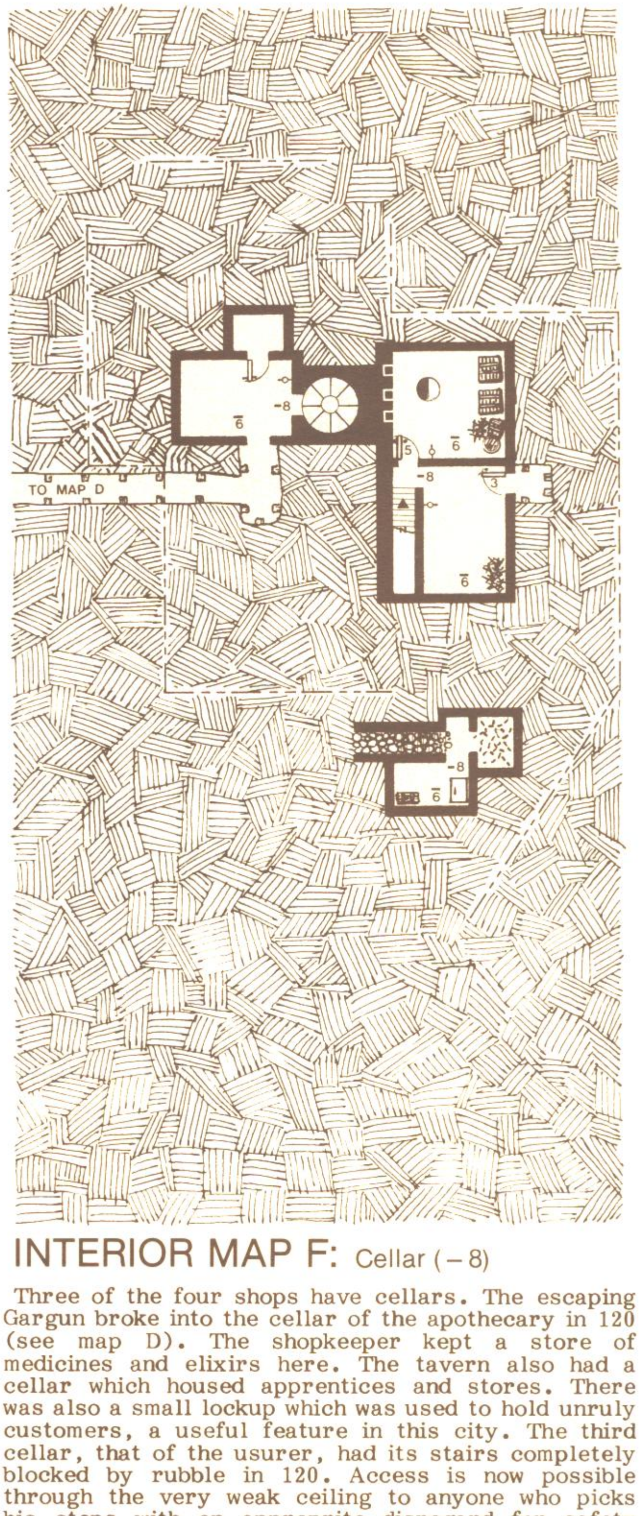
INTERIOR SCALE
FEET (1 mm = 1 Foot)

0
10
20
30
40
50



INTERIOR MAP E: Ground Floor (+0)

These buildings were located on the southwest corner of the Elkall-Anuz marketplace. The building to the northwest was occupied by an apothecary who enjoyed a special relationship with Lothrim, supplying the Foulspawner with special herbs etc. He was lynched by a mob in 120. To the northeast there was a tavern; there are stairs shown in the west leading both up and down. There is no longer any second floor and the upgoing stairs are very weak and only rise about six feet. The southwest building was a jewellers shop and still has a hidden alcove. In the south, there are the remnants of a fourth shop, a usurer, of which little remains on the surface except for parts of three walls and a ceiling. The floor is exceptionally weak and may inadvertently give access to the cellar.



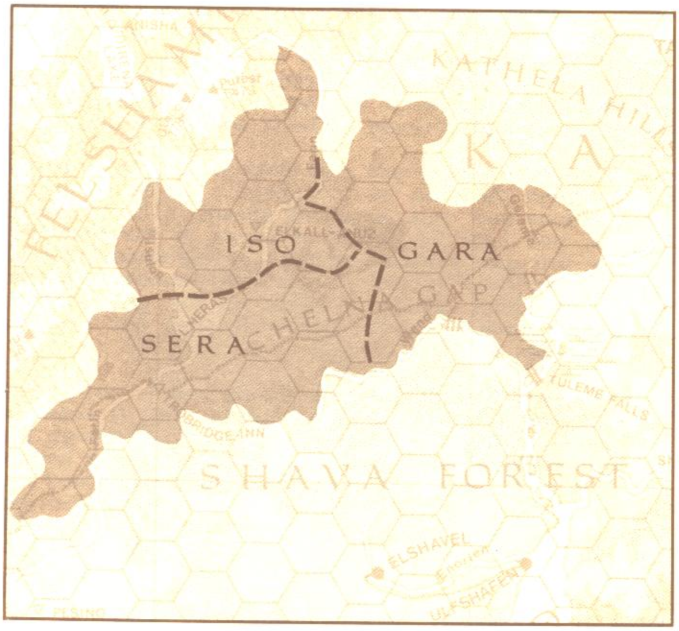
INTERIOR MAP F: Cellar (−8)

Three of the four shops have cellars. The escaping Gargun broke into the cellar of the apothecary in 120 (see map D). The shopkeeper kept a store of medicines and elixirs here. The tavern also had a cellar which housed apprentices and stores. There was also a small lockup which was used to hold unruly customers, a useful feature in this city. The third cellar, that of the usurer, had its stairs completely blocked by rubble in 120. Access is now possible through the very weak ceiling to anyone who picks his steps with an approprite disregard for safety (see above).

INTERIOR SCALE
FEET (1 mm = 1 Foot)
0 10 20 30 40 50

TRIBES AND RANGES

The Chelni nation is a loose confederation of twenty eight tribal groups organized into three sub-nations: the Serachelni, the Isochelni and the Garachelni. Each sub-nation has its own dialect of Harnic and a distinct range in and around the Chelna Gap. The best estimate for total Chelni population is 3200. Individual tribes range in size from 60 to 200, but most are about 120 strong. The average tribe will also have about 200 horses and a similar number of oxen.



ORIGINS AND HISTORY

The division of the Chelni into three sub-nations seems to have occurred after their migration from Lythia; where they originally dwelt somewhere in present day Palithane. Like most of the Harnic tribes, the Chelni were driven from their homeland by massive barbarian migrations from the Lythian Interior. The Chelni, then a small tribe, landed near the mouth of the river Ulmerien c.830 BT. From there they pushed northward along the western margin of Setha Heath, and finally settled along the south bank of the river Shomos in a woodland area that is now forested. At the Battle of Sorrows in 683 BT, the Chelni were allied with their barbarian cousins. Soundly defeated by King Daelda's army, the beaten but resiliant Chelni drifted northwestwards. Crossing the Kald they adopted the extensive woodland region of the Chelna Gap as their new home around 650 BT. In this new region they prospered, partly because it suited their mounted nomadic lifestyle and partly because they had taken land close to the Sindarin kingdom of Evael. The elves, despite having defeated them in battle, admired the Chelni for their free spirit and regarded them as children of nature much as any other animals in the woods. They were not inclined to interfere in Chelni affairs but their reputation discouraged other barbarians from approaching the area. The Chelni were thus left in peace for several centuries. Over the years they grew in numbers and split into separate tribes. These tribes gradually developed into the three Chelni sub-nations. The Serachelni near Lake Heras, the Isochelni around Elkall-Anuz and the Garachelni at the eastern end of the gap. Feuding between tribes and larger scale raiding and skirmishes between the sub-nations was common.

Squabbling among the sub-nations prevented unification and expansion until Lothrim the Foulspawner managed to gain control. Where Lothrim came from is unknown. A man of learning with knowledge of the black arts he used his undoubted charisma and other techniques to gain control of the proud but simple Chelni. The Foulspawner gave the Chelni a new sense of their strength as he unleashed their superb mounted warriors upon the neighboring tribes. Aided by his dark magic, the Chelni swept away all opposition; wherever Lothirm went, he conquered. Continuous wars, however, depleted the ranks of Chelni horsemen. Within a decade it became clear that they could not hold what had been conquered so far, let alone expand the empire. The Chelni also tired of war. What had started off as an exhilarating adventure had caused the deaths of many great warriors and taken the Chelni far from the simple nomadic life of their beloved home.

Lothrim hungered for the total conquest of Harn. Faced with the depletion of the Chelni horsemen and increasing opposition from outside his domains, he decided to create a new army. The Foulspawner came to the conclusion (probably false) that the Earthmasters had conquered and governed by means of a semi-human race of warrior-slaves, which had since vanished from Harn. Utilizing the secrets of his dark arts, and the facilities of the Earthmaster site at Elkall-Anuz. Lothrim brought the Gargun into the world. He built a large underground complex at Elkall-Anuz to house his new slaves and shifted more and more of the burden of war onto their shoulders. Their quick, violent tempers and their total disregard for human decency and custom earned them the hatred of virtually all of Lothrim's subjects especially the Chelni. The Chelni came back from the far reaches of his empire to their homes where they found that the rapacious and foul Gargun had little concept of allies. Having no more use for the Chelni, Lothrim was indifferent to the unspeakable atrocities inflicted on the loyal Chelni by his Gargun. When Lothrim perished in 120 after the disasterous Battle of Sirion the Chelni exacted their revenge sacking Elkall-Anuz and butchering the remaining Gargun. Only a few escaped their vengence by fleeing into the nearby mountains. The Chelni have avoided Elkall-Anuz since and feel that any trespass could bring a return of the foulspawner and his hated Gargun armies.

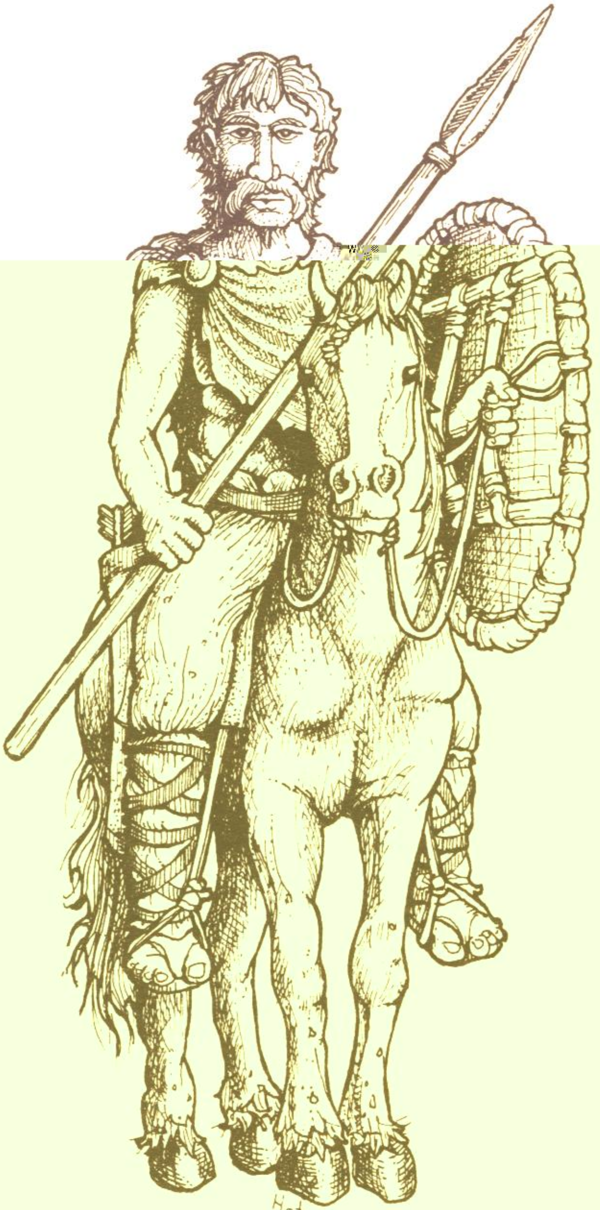
With the demise of the foulspawner the Chelni went back to their usual ways breeding their horses, hunting and fighting. They fought mainly with the rapidly breeding wild Gargun and with each other. Any idea of the unification of sub-nations was scorned; tribal legends kept alive the hatred of Lothrim and the memories of what bitter fruits empires and expansion bring. Around the end of the second century TR, there were many years of mild winters and warm summers. Hunting, gathering, and farming improved dramatically and all the tribes of eastern Harn enjoyed a population boom. Population pressure soon led to the century of nomadic conflict known as the Migration Wars. The Chelni growth in population was slowed by increased fighting against the Gargun, Kath, Tulwyn, and against each other. Consequently they suffered little when the climate returned to normal.

TRIBAL ORGANIZATION

Each tribe will have about 30-40 warriors; all males from puberty 12-15 years) to old age (35-45 years) are trained warriors. The Chelni are generally armed with bow and arrows, spear, and often a leather shield. They are mounted on the Chelni horse, a small but sturdy animal well suited to the open woodland of the Chelna Gap (see below).

Chelni society is clearly divided on the basis of sex. Women are given the role of homemaker and do not participate in hunting. Old men and women known for their wisdom are considered a resource for their advice. The less competent elders are poorly treated and will often leave the tribe in favour of a more settled life at Trobridge Inn or in Kaldor; some simply wander off to die. Magic and herblore are considered the preserve of the women; competence in the arcane arts greatly enhances the status of a wife. Wives are purchased but the necessary payments to the bride's family are usually the burden of a warrior's kin.

The Chelni always try to marry out of tribe. Since the sub-nations are generally hostile to each other and feuding between tribes is common the whole Chelni nation observes a truce each year in the early spring. During this truce they meet at Trobridge Inn for their annual festival, the Chelni Gather. Contests are held to showcase the skills of prospective brides and warriors. Bride prices range from a couple of oxen, a good horse, a fine bow, spear, and shield, or a good tent, to all of these. The status of the bride's family also affects the bride price. The festival is also used for the mass ceremony that admits pubescent boys into manhood. This ritual involves three days of chanting, dancing, and intricate riding/hunting exercises. Boys who do not perform well are allowed to try once more the next year. After two failures they cannot become warriors and are destined for menial tasks such as herding oxen. Some boys reject this ignominy and leave the tribe. Chelni custom allows that such boys may be accepted back as warriors if they can accomplish feats of great valour (unspecified). Young girls for whom no marriage has been arranged after three seasons are free to choose husbands from the failed warriors. Children of these marriages theoretically have an equal chance to become warriors or prized brides but usually lack the advantages of the better horses and training.



THE CHELNI HORSE

The Chelni horse is unique on Harn. Only 13 to 14 hands high and weighing less than 1000 pounds, these diminutive steeds have been bred by the Chelni to carry their warriors swiftly over rugged country. The Chelni horse dates back at least 1500 years (it is not clear if they were brought from Lythia) and in that time the Chelni have made every attempt to keep the strain pure, almost to the point of fanaticism. No other horses are allowed near a Chelni mare. If a Chelni horse is sold (never a prime animal suited for a warrior) or for some other reason leaves a tribal range, it is never allowed to return. The Chelni will never steal a horse from another Chelni tribe, or any other tribe; a warrior may kill another and steal his wife, but never his horse. It is a grave insult to offer to buy a Chelni warrior's horse but it is even worse for a stranger on a foreign breed of horse to ride close to a mounted Chelni warrior. One should never get between a Chelni and his mount.

The Chelni horses are also distinguished by a unique gait. Called the hosk by the Chelni, this is a running walk, a four beat gait, attaining speeds up to 12 harnic leagues per hour. A troop of horse in the hosk will quickly fall into rhythm; enemies of the Chelni quickly learn to fear the four beat staccato that thunders towards them. The final charge is done at the gallop which achieves speeds up to 16 harnic leagues per hour, a truly 'shock' attack.

The Chelni horse matures slowly and is not ridden seriously until it is at least four years old. It achieves its greatest strength from 8 to 18 years. Although the Chelni are almost born on horses and start riding before they can walk, boys are given their own foal around the age of 6. This is a very serious choice as the man and horse are bonded for life. The boy literally lives with his horse, training with it as a pair. At about age 10 mounted training starts in earnest and the boy has two or three years to prepare himself and his horse for the rites of manhood at the Chelni gather.

For a Chelni warrior to lose a horse is a tragedy far worse than the death of a spouse or a close relative. The bond forged over a lifetime of mutual respect and dependence can never be replaced. When a horse does die, some warriors will go into the hills to die. Another tradition is to seek death in battle by being given the lead in battle charges on a borrowed horse. The most common tradition, however, is to take a foal into the hills and return years later with a mature trained horse. Such a warrior is accepted back into the tribe with full status although it seems that few actually survive to return.

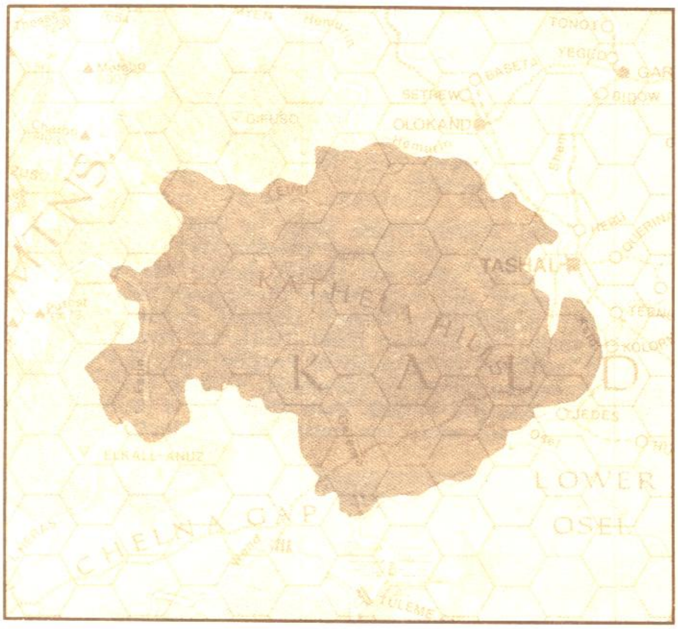
Not all of the Chelni horses are so prized. Only the best are reserved for warriors. The Chelni also maintain herds for trade and utility animals. Horses traded are never accepted back and no horses are ever brought in from the outside. Although strong and fast, a Chelni horse is not suitable for an armoured knight's warhorse.

RELIGION

The Chelni character prevents any strong religiosity. They do not like to subjugate themselves to an outside will, even if it is divine. Most tribesmen follow personal animalistic cults, largely unorganized and unstructured. Since 690, however, a few Sarajinian missionaries have made considerable headway among the Chelni. The open, warrior-cult style of Sarajinianism appeals to many tribesmen, and the warrior code of Sarajin, the Ljarl, is in keeping with their traditions. By 720, nearly 20% of the population had been won over.

TRIBES AND RANGES

The Kath nation, a loosely federated group of about 60 individual bands, has approximately 1500 people including women and children. The wandering Kath fiercely defend the Kathela Hills, a region claimed but in no way controlled by the Kingdom of Kaldor. Most Kath bands are only 20-30 strong but two or three bands may travel together for security. The Kath seldom fight among themselves and bands will usually give each other aid as needed. They build no permanent settlements and have stubbornly clung to a nomadic hunting and gathering existence. Over a period of 3-5 years a single band will probably visit every part of the Kathela Hills.



ORIGINS AND HISTORY

Kath histories are oral, as are those of most primitive peoples of Harn, and are consequently vague. It seems that the Kath once dwelt near the west coast of Lythia in present day Quarphor. Some 1500-2000 years ago, great waves of barbarian migrations occured throughout western Lythia. Horde after horde of eastern nomads passed through Kath lands on their way to the sea or to ravage other lands. There was a constant state of war and the Kath tired of it. Legend recounts that a leader called Pahris (c. 800 BT) gathered the surviving Kath and led them out to sea in a ramshackle flotilla of small craft. Many were lost as they sailed west across the Sea of Ivae to land in Garvin Bay (?) on Harn's east coast. This inhospitable region was not to their liking, so within a few years they undertook another great trek inland across the Sorkin Mountains. Many were lost to the rugged terrain and harsh weather. A few hundred completed the journey and came at last (c.780 BT) to the fertile Upper Kald Valley. After a skirmish or two with the Jarin farmers who had previously settled this region, most Kath accepted a negotiated peace and chose to stay in the valley. A few dozen were not inclined to the settled lifestyle; they crossed the Kald and occupied the empty highlands to the west which now bear their name.

The Kath who settled among the Jarin were known as the Low Kath; those who chose the highland range called themselves the High Kath. The two divisions of the Kath soon had little in common. The Low Kath were largely assimilated by the more economically advanced Jarin and adopted their pastoral/agrarian culture. The High Kath clung to their hunting-gathering traditions; finding the Kathela Hills to be particularly abundant in berries and wildlife. As the centuries passed in relative peace the High Kath began to think of themselves as the "true Kath". They considered their more primitive ways to be cherished traditions. By the time of Lothrim, the Low Kath did not really exist as a recognizable culture but High Kath identity was stronger than ever.

TYRANNY OF THE FOULSPAWNER

The rugged existence of the High Kath proved to be the more effective in resisting conquest. With the ascendency of the neighbouring Chelni tribes under the leadership of Lothirim early in the second century TR, hundreds of years of peace in the region were shattered. The Kald valley was easily conquered by Lothrim, but the High Kath managed to remain independent throughout his violent rule. Kath legend recounts several "great victories" in defence of their beloved hills and a stubborn refusal to pay any tokens or tribute to the empire. On the other hand, Chelni legend claims that Lothrim ignored the "hill-dwelling, berry-picking, wild-men". The truth is likely somewhere between. The Kath have always been a proud independent race, fully capable of defending their range against all-comers. The Foulspawner was much more interested in Earthmaster lore and sites than anything else. The Kath were fortunate in that there were no known Earthmaster sites in their range. After some half-hearted attempts to subdue the Kath, it is likely that Lothrim ignored them.

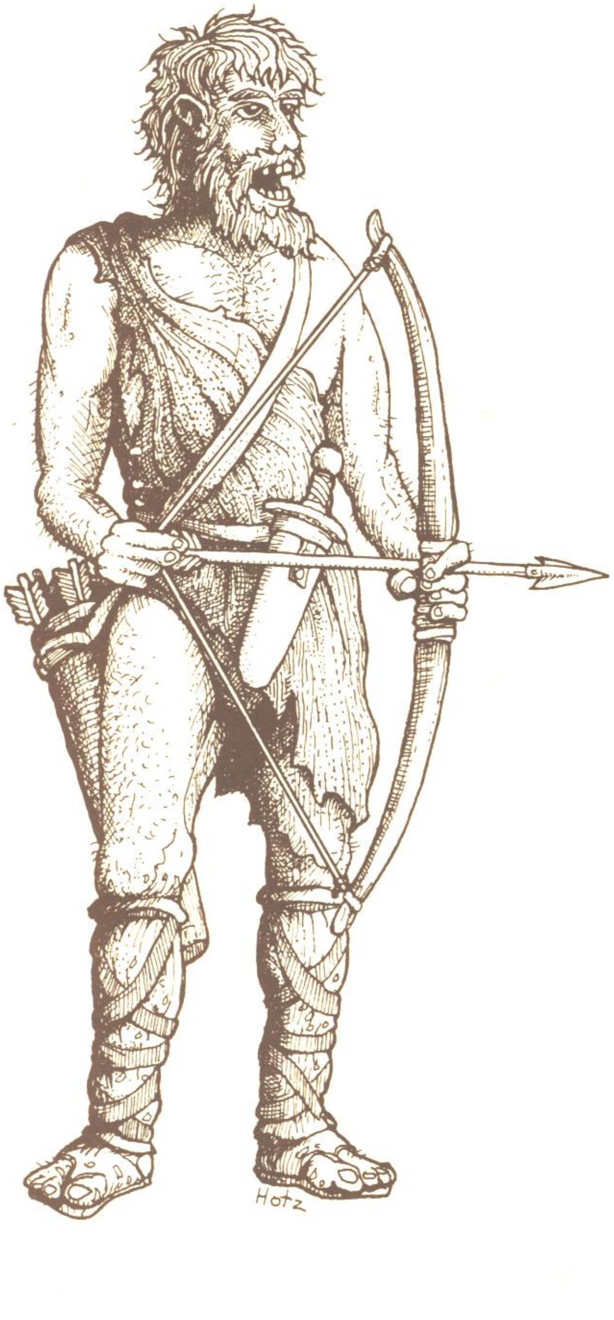
THE MIGRATION WARS

With the death of Lothrim and the subsequent collapse of his Empire in 120, the Kingdom of Kephria soon arose to rule the Middle Kald valley and the city of Tashal was founded on the ashes of Kelapyn-Anuz. Towards the middle of the second century, several decades of extremely mild weather and bountiful crops brought prosperity to all of eastern Harn. The good weather had also improved the hunting and gathering for tribal populations throughout eastern Harn such as the Kath. Kephria by seeking to expand westward to the Geleme River soon earned the enmity of the Kath who were busily trying to expand eastwards to the Kald.

The weather soon returned to normal and hungry tribes began to range further afield for needed food. Throughout eastern Harn these large population movements originated the many years of conflict that are now known as the Migration Wars. The Kath mounted numerous raids into Kephria seeking food. In 178 they mounted a massive raid which resulted in the Battle of Hosat, a terrible defeat for the Kephrians. For the next seven years the Kath raided and pillaged the Kephrian lands west of the Kald at will. In 187 a desperate King Torbet of Kephria personally led a campaign into the Kathela Hills, seeking to destroy the Kath. But his military ability did not match his courage. The Kath lured the Kephrian expedition into an ambush and massacred them at the Battle of Lereb Hill. Torbet was slain along with most of his retinue and his death threw Kephria into such turmoil that the remanants of the kingdom were siezed by Medrik I of Serelind. Medrik then went on to found the Kingdom of Kaldor in 188, combining the lands of Serelind, Kephria, and Pagostra. The new and energetic Kingdom of Kaldor was well able to hold the Kath in check and their part in the Migration Wars soon petered out.

PRESENT RELATIONS

In the five centuries since, the Kath have maintained an equilibrium, both internally and with their neighbors. Despite periodic attempts by surrounding nations, especially the Kingdom of Kaldor, to conquer the Hills, the Kath have held their own. The Chelni show little interest in the Hills (they cannot easily use their horses in the forest). Tribes of Gargun still sweep down from the Felsha mountains, but have never made any serious inroads. Kaldor, which claims the whole region, is the only serious threat to the Kath. The tribes have acquired an abiding hatred for the royal house of Kaldor as a result of a long history of cruel acts perpetrated on them. The Kath are too few in number to inflict serious damage on Kaldor and the Kath's guerilla tactics have so far prevented their conquest by the chivalry of Kaldor. The house of Elendsa still sends yearly patrols into the Kathela Hills to symbolically maintain their claims of sovereignty but few Kaldorians truely believe they control the region. The few settlements on the west bank of the Kald near Tashal pose a more enduring threat to the Kath. If Kaldoric civilization spreads it will eventually doom the Kath way of life, but this possibliity lies far in the future. They still have nothing to say to agents of the royal house of Kaldor that cannot be said with an arrow or spear.



TRIBAL ORGANIZATION

With the exception of the very young and the infirm (there are few of the latter since they die off quickly) all Kath may be called upon to hunt, gather or fight at a moment's notice. They have few captured weapons and primarily use shortbows, axes and spears. They fight fiercely, but are seldom a match for the soldiers of Kaldor in a pitched battle. Consequently, they usually wait in ambush, fire a few arrows and spears, and swiftly melt away into the forest. Only rarely, when they have a large superiority in numbers, will they close for hand to hand combat with the better equipped, better trained warriors of Kaldor.

For hunting, the Kath employ nets, temporary fences, pitfalls and beating lines. They have extensive knowledge of wild plants and will plant patches of the hardier varieties thoughout the forest. Their food is tasty, but too well seasoned for many outsiders. The Kath have no real crafts. They make their own weapons and tan hides adequately, but more advanced artifacts have to be imported. Consequently, most dress in animal hides. Armour is almost non-existent; flat stones, or captured coins sewn onto leather tunics are the most that can be expected.

Men and women share most of the tasks equally; there is almost no sexual predjudice. The men are slightly smaller than the Harnic norm; the women are slightly larger and well known throughout eastern Harn for their magnificent female bodies. Bands are fairly democractic; an elected chief (male or female) speaks for the band and is listened to respectfully but does not have excessive power to command. Chiefs lead from the front, by example rather than edict. If a chief fails in some significant way, the band simply elects another.

RELIGION

Few Kath are fanatically religious. The rigours of day to day living are such that they are more concerned with practical matters. Traditionally, each band had its own portable animal totem; one would hold the bear sacred, another the wolf, and so on. The Kath have clung stubbornly to their primitive beliefs despite attempts at conversion by Laranian and Peonian missionaries from Kaldor. Many Laranian priests have been discovered, bound to a tree and pierced by ten or more arrows, a favourite mode of Kath execution. Priests of other gods, from farther afield, are received more hospitably but have also had no success among the Kath. The wandering shaman, a prophet of the great eagle, or the timber wolf, still practices his drug-enhanced magic. These arts were handed down from one generation to the next and have survived from times long before the Kath left Lythia. Accounts have reached Kaldor of powerful shamans among the Kath. One contemporary example is that of the Green Witch Thelemel. She is said to live in a hut in the western Hills and to be a shapechanger of great skill. Once, it is said, she turned an entire family of eight into voles because they annoyed her; some claim that they have seen reckless adventurers turned into lizards or snakes for attempted larceny. Her totem is the eagle, but she is able to assume the shape of almost any forest animal by means of her fabled assortment of enchanted pelts.

TRIBES AND RANGES

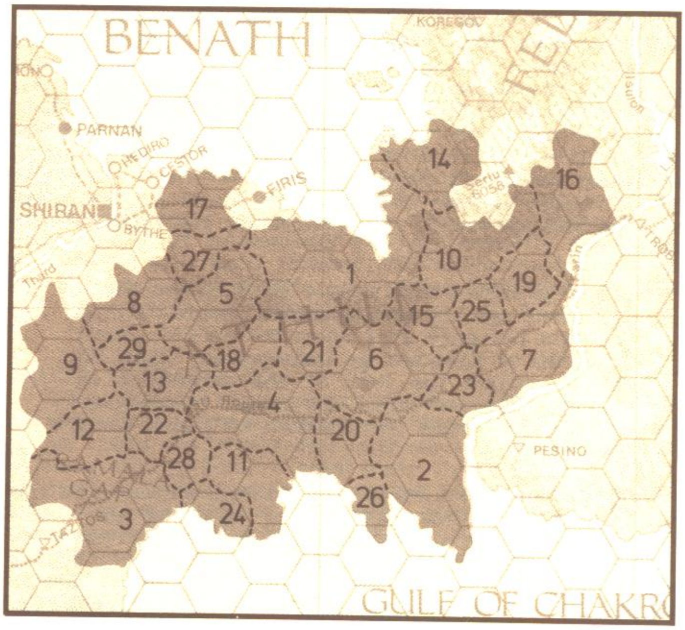
The Tulwyn barbarian nation, inhabiting the region of Athul in southern Harn, consists of 92 tribes. The largest and most prominent tribe, with over 200 persons, is led by Kirandar the current overchief of the Tulwyn nation. There are 28 tribes of 120 to 140 persons and the rest number between 60 and 100. The Tulwyn range is bounded by Lake Benath to the north and the Gulf of Chakro to the south. To the east the Tulwyn avoid the Farin River and the southern reaches of the Gargun-infested Felsha mountains. Their western border is less definite, but they usually stay east of Taztos and do not venture close to Shiran or Firis.

Index of Major Tribes

The following table, with the Range Map, shows the approximate ranges of all twenty nine "sovereign" or major Tulwyn tribes. Each sovereign tribe is identified by the same number on the map and the table. Each of its vassal tribes, if any, inhabit the same general area. In this sense, Athul is loosely divided into territories, each occupied by one or more tribes. Only one tribe in a territory will be considered sovereign. The tribes are identified by the names of their chieftains. In the last few generations Tulwyn chieftains have customarily adopted the names of their predecessors so that the tribe name remains the same. The only exception to this is when the chief of a vassal tribe is made chief of the sovereign tribe. This can happen when the chief of the vassal tribe is a warrior of great renown. In this case he keeps his vassal tribe name. Tribes are occasionally eliminated by warfare, disease or famine and new ones are formed from overlarge existing ones. Such changes happen, on average, once a decade. As of 720 the tribes are:

TRIBE/CHIEFTAIN	VASSAL TRIBES (If any)
1. Kirandar*	Kelesris, Arakar, Omilo, Tubis, Imrilon, Daremiri, Raelyn, Ysi
2. Darion	Shoen, Varema, Kii, Pasil, Jemela
3. Altare	Onra, Tranadoni, Ethed, Mairin, Broso
4. Caharyn	Ibisi, Omajal, Argis, Shyst
5. Kodor	Mayne, Perith, Gyli, Mokon
6. Myshvar	Jair, Amkardyn, Hosta, Blundiri
7. Targon	Dravin, Aekor, Vadai
8. Kavar	Kolodru, Emenori, Pebla
9. Vulf	Ildis, Hrabin, Kwalain
10. Tuga	Rynethri, Warion, Charakis
11. Jeserniki	Emelkodor, Letaxa**, Ygrin
12. Domonar	Lupichi, Yshen
13. Sheravar	Elodosi, Uva
14. Mylmoc	Chasiki, Cheseni
15. Caleff	Donor, Bethilrin
16. Taygar	Ralgashi, Turej
17. Amar	Elemar, Tuquel
18. Korum	Daikorm, Kormis
19. Wylagor	Eman**, Nashane
20. Deliff	Pryth
21. Moratyr	Ryum
22. Creonar	Wonai
23. Cymradon	Tagrita
24. Torinon	Agrinaki
25. Shymor	Ianthur
26. Tolmon	Haitolon
27. Komwyl	Sygrine
28. Modrymar	-
29. Dymoroc	-

* Lead tribe
** Chief of sovereign tribe



HISTORY

The Jarin were forced out of Athul by invading Lythians, the ancestors of the present day Tulwyn, around 500 BT. By the time of Lothrim (c.100 TR) the Tulwyni fighting prowess had gained recognition throughout southern Harn. The Foulspawner took an interest in the tribes and personally visited Greil, the Tulwyn overchief of the day, and a pact was made. To Greil, a greedy and self-serving man, Lothrim bore valuable gifts and, with his dark arts and pleasant words, subverted the overchief and, through him, won control of the whole Tulwyni nation. The Tulwyni were obliged to yield unaccustomed tribute to the Foulspawner and their levees were made to serve at the other end of Lothrim's domains. In the scheme of empire, the Tulwyn were ranked lower than the Chelni (and later even the Gargun) and this was profoundly resented. The tribes of Athul chafed under the Imperial yoke; even Tulwyni loyalty to their chieftain has its limits. By 120, the Tulwyni were on the brink of rebellion. The tribes called upon Greil to act, and Greil promised to restore Tulwyni independence. Greil, however, was more concerned with the personal wealth that was his share of the imperial dream. Finally Aladom, chieftain of the second largest tribe, called a meeting of chiefs and while affirming his loyalty to the people, he renounced his loyalty to Greil on the grounds that there could be no dishonour in disobeying a leader if the leader dishonoured the people by serving others. Aladom was the right person at the right time. There was a violent skirmish and Greil was cast out to die in shame. Aladom was acclaimed the new leader.

The next time Lothrim's embassies visited Athul, they were returned without their heads. Aladom summoned his priests and, through them, called upon the Tulwyn Wind God Kekamar to "wither the diseased arm of tyranny". Coincidentally, Lothrim was busy with an army of avenging Khuzdul at the Battle of Sirion. When news of Lothrim's defeat came to the Tulwyn, Aladom declared the Tulwyn nation independant. The seeming effectiveness of Aladom's call for divine aid cause the Tulwyni to revere Aladom as their saviour; he is now termed Tir-Aladom, which means great or venerated. Stories that Aladom had received earlier news of the Battle of Sirion are considered disrespectful by the Tulwyni.

Aladom ruled well enough until 145 when he died peacefully and was succeeded by his son Shikuga, best known for his conflict with the Sindarin in 150. With a folk hero for a father, almost infinite pride and matching rashness, Shikuga conceived a plan to rule the fertile ranges of the Shava Forest. Convinced that nothing could stand in the way of the Tulwyn nation, he mustered the warriors from many tribes, an army of 3000 seasoned fighting men. The army camped for days while the chieftains discussed the merits of Shikuga's plan. Even Tulwyni loyalty to their chieftain could not convince them that an attack on the Elves was anything but folly. While they talked and debated a storm blew up and winds screamed westward towards the heart of Athul. Sheltered in the woods, no one was seriously hurt. As the winds lowered Shikuga seized the opportunity and spoke to the warriors:

> "The pride of the people hath called forth Kekamar and his eye seeks the people out and he lets his gaze rest upon the people. Shall the call of Kekamar go unanswered? Shall no blood quench the lust of the people or of mighty Kekamar? Shall the people break their spears and send their women to guard their lodges?"

Shamed by these words, the Tulwyni advanced on the Farin river. As they began their crossing the winds returned, this time blowing violently eastward Trees were torn out of the ground and were hurled about, killing scores of warriors, scores more drowned. Shikuga was one of the casualties. As he lay dying, he made the following proclamation:

> "On the honour of Tir-Aladom, my father, the people shall no more pass over the Farin River. May the lust of the holy God of Winds, Lord of Death Storms, be sated by my blood that no more of the people shall perish. And where I lie, one arrowcast of the Farin, shall by his pleasure mark the bounds of the people, and the waters and mists of the river run sacred to the people, inviolate. Let none profane them. Kekamar hath with my blood sealed his holy pact. So let the tribes know that the god is just and beloved of the people..."

Despite his apparent folly, Shikuga's seeming final sacrifice earned him the reverence of his people, and while his father remained the most beloved of the Tulwyn, Shikuga had earned an honoured place. However, despite the high regard in which Shikuga was held, the Tulwyn were reluctant thereafter to mass under their overchief for major campaigns.

Few of Shikuga's successors were able to unite the tribes for any concerted action. Hence their almost complete lack of involvement in the Salt War (672-673) when large expeditions from Kaldor and the Thardic League were allowed to pass unhindered across Athul because of a failure on the part of the Tulwyn to muster sufficient numbers to challenge them. One exception to this inertia was Turroc (682-691) who, in 691, led a major attack on Taztos, which had been an afront to the Tulwyn since its construction in 685. The attack was unsuccessful, but many tribesmen, including Turroc, earned honourable deaths. The ferocity of the attacks is still spoken of in the messhalls of the Ramala Legion. The Tulwyn returned to harrying traffic on the Salt Route; this suited their guerilla tactics better. In the spring of 702 the overchief Gliris massed the Tulwyn for an attack that wiped out the great seasonal caravan from Tharda to Kaldor. The mercantylers were allowed to go free to ransom the captured goods, but several guildsmen were bankrupted. However, the Tulwyn lost so many men that they have refrained from attacking the great caravans since. It is apparent to both sides that a small payment of tribute to the Tulwyn each time the caravan passes saves both face and lives. The trail was, and still is, a route which few willingly travel in small parties.

TULWYN WAY OF LIFE

The highest ethic of the Tulwyni warrior is personal honour. Dishonour means a life of shame, although most would prefer to purge their tainted souls through suicide. To die in battle is honourable; to die in bed is rare but not shameful. Tulwyni honour is based on personal standards of heroism and glory that override any sense of social responsiblity. Loyalty to chief and overchie is one of the most rigid mores. Honesty is the highest social virtue and the sanctity of one's word its most common manifestation. A warrior must fulfill any pledge or promise he makes, no matter the cost or consequence. Thus, if a warrior pledges before a battle that four enemies will fall to his axe and he slays only three, he is dishonoured, and would likely take his life. Making such pledges before a battle is common practice. The greater the difficulty of the task the more honour its completion will bring. Death is the only excuse for failure. There is no shame in boasting of past exploits. False boasting would be dishonourable.

The Tulwyni are polite and ruthless at the same time, granting a full measure of respect to worthy opponents, but tolerating no rudeness. They are quick to anger and dueling is common, even among friends. A tribesman who loses a duel but keeps his life may redeem his honour by undertaking a dangerous quest.

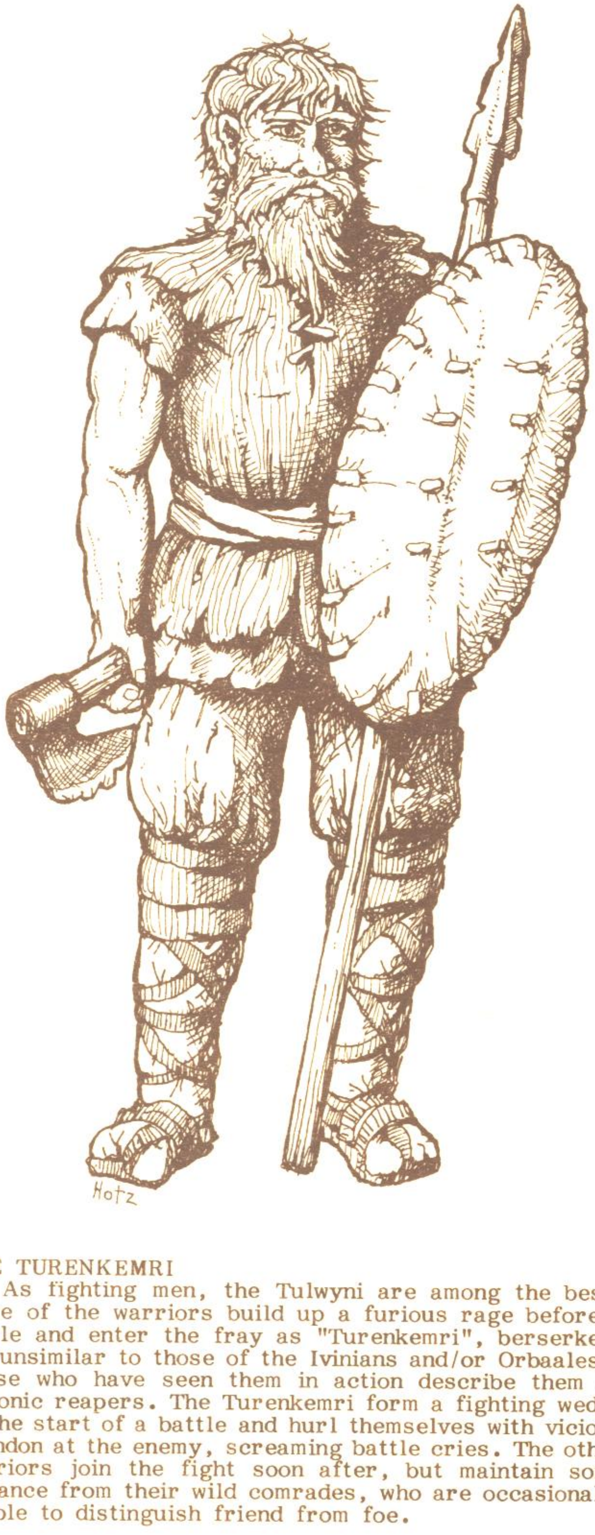
The Tulwyni live simple, semi-nomadic lives. The majority of their food is from hunting; it is said they know 212 ways to cook a wild pig. Tribes along the seacoast or near Lake Benath, supplement their diets with fish and other seafood. There are also a number of plant roots that they relish, including one, the "Doshenkana" which is deadly poison to outsiders; the children are given ever increasing doses until they develop an immunity. Those who are cast out and cut off from regular doses of Doshenkana will lose their immunity to the poison, and cease to be one of the "people". Doshenkana is used in puberty and other rituals and, when called for, as a test to determine if a stranger is Tulwyn. All roots are sought out and prepared by the priests who retain the secrets of their preparation. All tribes practice slash and burn agriculture. This task is left to the women, who are generally deemed inferior, but who may still earn a measure of respect for their wisdom when older.

The tribesmen live in huts that can be taken down and rebuilt in a few hours. The frames are made of long branches and the coverings of woven twigs and leaves. The leaves are dipped in a thick mixture of bone powder and water, then left to dry in the sun. This process makes the leaves stiff and solid enough to resist harsh weather. A typical Tulwyn family will have its own hut. Wealthier clans may own several. The largest huts belong to the chief and are used to house his Turenkemri (select guards). Each hut has a hearth at its centre with a smoke vent directly above it. Cured hides, brush or grass may carpet the floor, and furs may be used for sleeping. Some huts, especially those with unwed girls or couples, have hanging hide partitions for privacy. Chests, ceramic urns and barrels are often found in the possession of a Tulwyni family, but only the wealthiest will have any other furniture.

All of the Tulwyn people are well versed in woodlore from an early age. Virtually anyone over twelve can live off the land indefinitely, hide and move silently in the underbrush, and can track almost any living creature for leagues. One who has offended a warrior may rely on his persistence. Stories of Tulwyni ambushes where dozens of warriors appear from nowhere, are common among the merchants of Kaldor and Tharda.

The Tulwyn people wear a functional garb to protect them from the cold winds. It consists of a soft leather or homespun tunic, trousers or leggings, and an outer fur jacket. Warriors wear heavy belts which they use to carry a quiver, axe and hunting knife. Jewelry and other decorative items are marks of wealth and status.

The Tulwyn are relatively good weaponcrafters, but make only spears, axes, shortbows and oval wood and leather shields. Only those who have distinguished themselves in battle carry swords, usually a gift from their Chief. Armour is neither made nor worn as it is considered a sign of cowardice.



THE TURENKEMRI

As fighting men, the Tulwyni are among the best. Some of the warriors build up a furious rage before a battle and enter the fray as "Turenkemri", berserkers not unsimilar to those of the Ivinians and/or Orbaalese. Those who have seen them in action describe them as demonic reapers. The Turenkemri form a fighting wedge at the start of a battle and hurl themselves with vicious abandon at the enemy, screaming battle cries. The other warriors join the fight soon after, but maintain some distance from their wild comrades, who are occasionally unable to distinguish friend from foe.

There is a special mystique associated with the Turenkemri and they are accorded a special degree of honour by the tribes. When it is known that battle will be joined, these elite warriors seek out high lonely places where they can commune with their wind god Kekamar. For three days they live only on spring water. At the end of the fast, they mass for a private ceremony, where liberal quantities of Doshenkana are consumed under the direction of the priests. Pledges of valour are exchanged and memorised by the priest, and the whole group makes its way to the battlefield. By the time they arrive they are in a state of half-frenzy and are able to inflict heavy casualties on most enemies. A frenzied warrior has almost supernatural strength and endurance which enables him to wield heavy weapons for some time.

The Turenkemri are led personally by the tribal chieftain whose bodyguard they form when not in battle. It is a great honour to be invited to join their ranks, especially since the invitation must be unanimous. Only those who have already distinguished themselves by outstanding feats in battle join this elite. Because of their restricted membership and high casualty rate, the Turenkemri are few in number, for which the enemies of the Tulwyn are grateful. Few tribes have more than a half a dozen at any time.

TRIBAL ORGANISATION

The Tulwyn have always used a simple political system. There are a number of "sovereign" tribes (as of 720 there are twenty nine); these are loosely defined as being able to field at least sixty fighting men. Minor, or Vassal tribes are smaller and are unable to raise this many. Some leeway is allowed, in cases where tribes have warriors of outstanding ability. Heros are rated as being worth two or more men; hence the expression common among the Tulwyn, "a three spear feat", indicating that a man has performed some act well enough to be worth three men. These ratings are determined by a special council of chieftains at the annual spring gathering. A warrior's own chief will make the proposal and his priest will recite the deed or deeds involved. The chieftains will determine the matter by secret vote. It is considered a great honour even to be nominated and there is no shame in being rejected. Some years, no one is accepted. The Turenkemri are generally worth four or five spears. Most sovereign tribes dominate a number of smaller tribes who look to them for guidance. The number of vassal tribes is a determining factor of a sovereign tribe's prominence. The more prominent a tribe, the more weight its leader's voice will carry. Each sovereign tribe has its own territory; it and its vassals stay generally within it. The chieftains of the major tribes sit on the high council which meets at the call of the overchief at irregular intervals. Matters affecting the whole nation, and disputes between tribes are settled by the high council; they also meet on the death of the overchief to elect a new one.

RELIGION

The Tulwyni practice a common form of animism, where all objects and animals possess some sort of spirit. They worship the greatest of these, the Wind God (demigod ?) whom they call Kekamar. Since a harsh wind often blows in from the southwest and whistles eerily through the hills of Athul, the people believe their god is with them. The Tulwyn people therefore worship a diety they can hear, feel and be affected by. When the wind blows strongly, the Tulwyni consider the Wind God awake and watching them. A lighter breeze is considered to signify that Kekamar is resting, but still watchful. A sudden calm is interpreted to mean that Kekamar is asleep. This does not happen often, but when it does, the Tulwyni will refrain from battle, prayer or religious ceremony, so as to not wake their god. Kekamar is loved by his people, but is recognised as a cruel god. He has no time for the weak or failures. The Tulwyn slay even their own wounded if they cannot be restored to full health. Since their medical skills are almost non-existent, few will survive an infected wound and deformity, or the loss of an arm or leg will result in mercy killing.

The shamans of the Tulwyn are called priests, and are highly respected. Their duties include praying for wounded warriors, administering ceremonies and most importantly, the preservation of the history of nation and tribe in legends, song and chant. The stories of the whole nation, the tales of Greil, Aladom and Shikuga for example, take precedence over the histories of single tribes. It is this oral tradition that binds the ninety-odd tribes together into one nation. Sacrifices and rituals are performed often and are always held at the summits of high hills or mountains. Rituals are performed when the wind is strong. Most tribes perform a ritual of sacrifice and worship about once a month. The whole nation gathers at Asenhem Hill near the centre of Athul each year, under the full moon, in the middle of Peonu. The priests of the nation gather at the same spot a month earlier to insure that they all have the same version of the history and to determine whether any of the events of the past year deserve to be incorporated into the national history. They also occasionally decide to eliminate old legends from the list of stories to memorise. In a cave somewhere on Asenhem Hill, there are standing stones where the "lost tales" of the people are inscribed in pictures. Not even the priests understand the petroglyphs. The "Cave of the Forgotten" is open at both ends and the wind blows through with great force. The priests claim that they only chant the legends into the wind, and Kekamar himself is pleased to carve the walls of the cave. Few, even of the priests, actually enter the cave, although this is where they come to die; one who enters the cave when the wind is particularly high will be swept through and over a 100' cliff. It is hard to conceive of a more appropriate ending for a Tulwyn preist. The priests undertake frequent solitary rituals where they sit for days atop a windy hill and listen to the whisperings of Kekamar. They also undertake long journeys to gather roots and plants of special virtue.

The Tulwyn are superstitious and are awed by the powers of their priests and the divine forces they summon. Sorcery, that which does not flow from the generosity of Kekamar, however, is another matter. Sorcerers are not even considered to be people but rather evil sprits. The Tulwyn do not even like to lay hands on magic-users, but any they accost will be slain even though the slayers will have to purify themselves afterward.

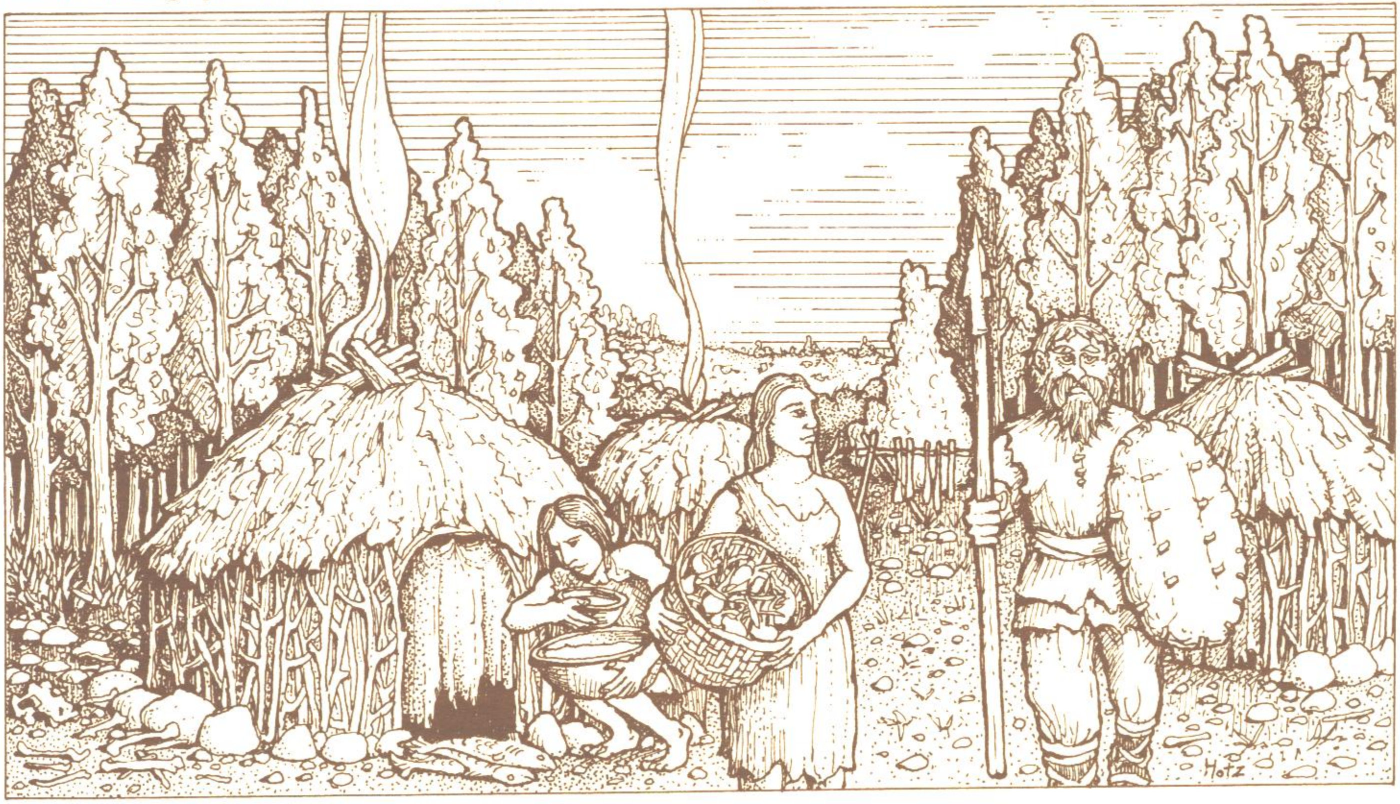
PRESENT RELATIONS

Members of the Ramala Legion sporadically patrol Athul, but travel in large parties, stay close to the Salt Route and move quickly. The Taztos expedition (sometimes called the Taztos Massacre) of 714 was a bitter reminder of Tulwyni animosity. A company of the Ramala Legion on its way to survey a site for a new Farin River fort was all but wiped out. The fort remains unbuilt although plans to subdue the Tulwyn, or at least secure the Salt Route, are never fully abandoned in Moleryn.

Man for man, civilized soldiers with their superior equipment are generally a match for the Tulwyni. Stories of Tulwyn massacres have made mercenaries reluctant to enter Athul; most demand double, triple or quadruple pay for duties in the region. This makes most small caravans uneconomical and almost all trade is carried out by the great seasonal caravans in Spring and Autumn. Mercenaries charge only double to escort these great trains, and sometimes two or three hundred may be hired on. Nevertheless, the mercantylers still carry gifts to avert the Tulwyni wrath.

Few of the Tulwyn's neighbors care to enter Athul, where the threat of a sudden ambush by several hundred tribesmen is a distinct possibility. The Tulwyn have little contact with the Chelni or the Sindarin, although the former often enter land the Tulwyn consider theirs. The Chelni, although they can outrun the Tulwyn on their swift ponies, travel in numbers when they cross the Farin. They can match the Tulwyn in battle, but do not like their densly forested hills and mountains. In the west, the Gozyda never enter Tulwyn territory and the Tulwyni are equally as wary. When a Gargun swarm or foraging party enters Athul from the northeast it will usually perish within a few days as it is first harrassed around the clock and then massacred by a major attack. The Tulwyn share other peoples' dislike of the foulspawn. Most of the Tulwyni contact with the outside world is through merchants plying the Salt Route.

Individual travellers who impress the Tulwyni with their physical might or fighting prowess will win respect and safe passage, but it is difficult to impress the Tulwyn. As a part of the ritual, there is an exchange of gifts and the gift received by the Tulwyni chieftain is almost always of greater value. This convention allows the payment of a form of toll or tribute, without anyone losing face. Tolls collected are taken to the overchief who divides them fairly among the tribes. The Tulwyn like to receive good weapons, jewellry or silver; they are insulted by an offer of food, but will accept strong drink. Even the great seasonal caravans exchange gifts with the Tulwyni who will usually muster a force thirty leagues from Taztos to intercept them for this purpose.



KINGDOM OF KALDOR™

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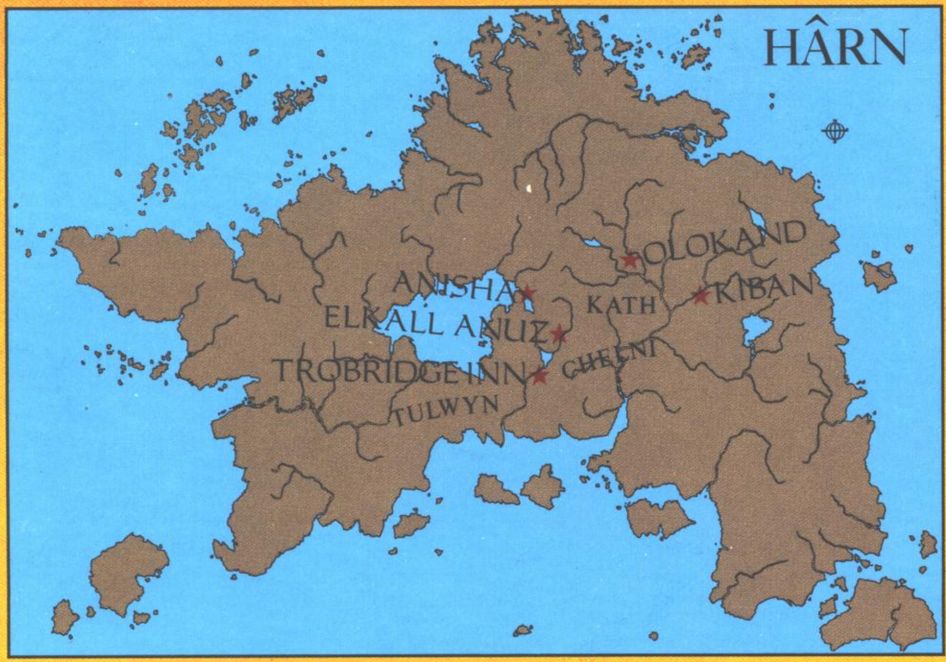

ENCYCLOPEDIA HARNICA

This is one of a series of modules detailing the World of Harn. All Encyclopedia Harnica modules contain beautiful color maps, and detailed interior plans on a variety of Harnic locations including towns, castles, and adventure sites. They also contain articles on various creatures, cultures, guilds, economics, politics, tribes, legends, etc.

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CONTENTS

KALDOR

The Kingdom of Kaldor is on the verge of a succession crisis. The aging king has no legitimate heir, and contenders for the throne are jockeying for position. A large colour map of the kingdom is included, with political, historical, economic, and cultural notes, and a colour plate of the heraldry of the Kaldoric great clans.

OLOKAND

A formidable royal castle, Olokand controls the Fur Road to Orbaal. The site of a prestigious Royal Tournament of Chivalry.

KIBAN

An emerging walled town and the second largest settlement in Kaldor. Ruled by the powerful Earl of Balim, who may have designs on the throne, it is an important mercantile settlement. Includes a colour map and interior plans.

ANISHA

An earthmaster site guarded by the Mendar tribesmen. Numerous legends speak of the enigmatic structures at Anisha and their purported secrets. A map of the site and extensive interior plans are included.

ELKALL-ANUZ

The ruined capital of Lothrim the Foulspawner's lost empire. For those who can brave the miasma of fear and legend, Elkall-Anuz has many opportunities.

TROBRIDGE INN

A waystation on the Salt Route, claimed by both Kaldor and the Thardic Republic and the haunt of cutthroats and brigands. A colour map and interior plans are included.

KATH

The wild hillmen of Kathela, pressured by the expansionist Kingdom of Kaldor.

CHELNI

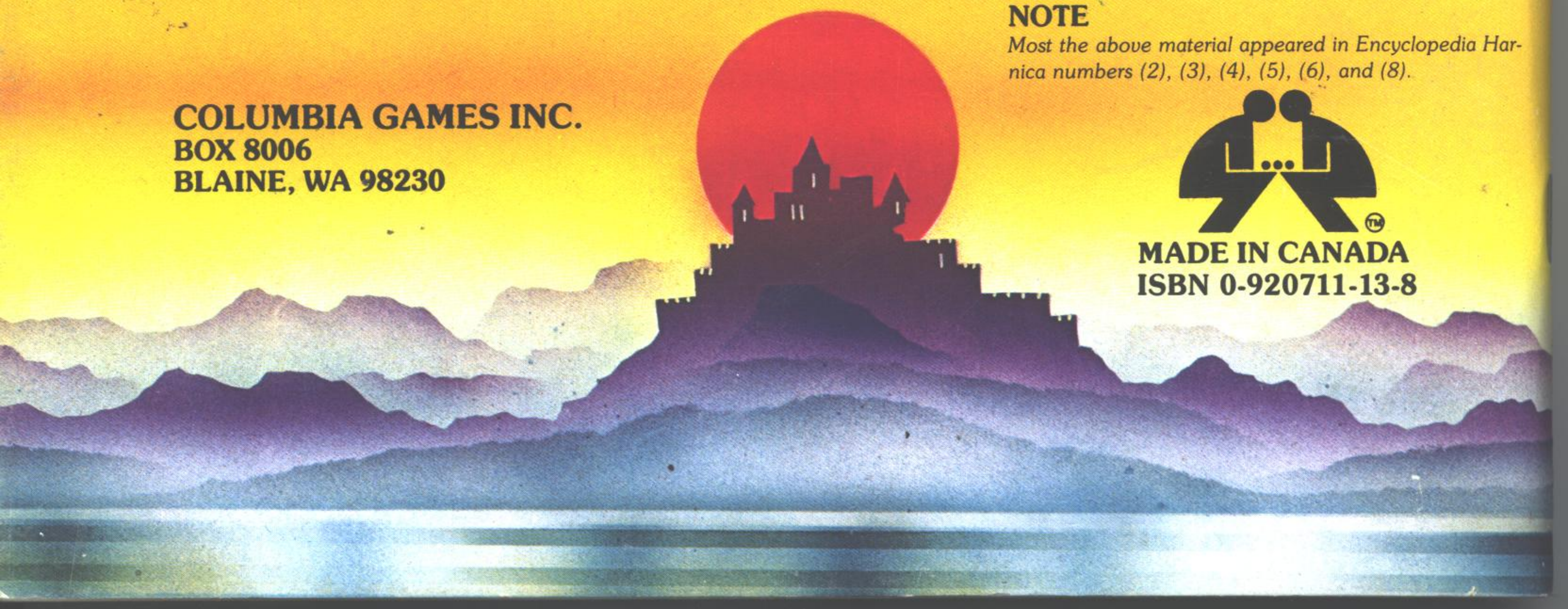
The aggressive tribal horsemen of the Chelna Gap.

TULWYN

The tough, sometimes brutal, tribesmen of Athul are a major hazard to travel on the Salt Route.

NOTE

Most the above material appeared in Encyclopedia Harnica numbers (2), (3), (4), (5), (6), and (8).



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